TAKE YOUR GAME FURTHER

BRADYGAMES®

MANHUNT

OFFICIAL STRATEGY GUIDE

BY TIM BOGENN

MATURE 17+

M

CONTENT RATED BY ESRB

This guide is based on a Mature Rated game.

FOR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

REC
SAVE

MANHUNT

OFFICIAL STRATEGY GUIDE

BY TIM BOGENN

★★★★★

VHS

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INTRODUCTION 90

DESCRIPTION: Valient Video Enterprises' director Lionel Starkweather is on the cutting edge of snuff film creation. His latest project sulls her throwing an escaped convict into a city full of killers just to see what kind of gory footage he can achieve. The star is discovered and the plan is set into action. Instead of administering the customary lethal injection given in a death sentence, Starkweather—with the help of the corrupt staff of Parkmeade Penitentiary—administers a strong dose of sedatives to convict James Earl Cash. His execution is a ruse and Cash unwillingly gains the leading role in Starkweather's latest sick flick. Hundreds of cameras are placed in abandoned areas around Caresar City. Starkweather's hunters are in place and his enforcement crew (the Cerberus) stand ready to move the new star from one scene to the next. You are James Earl Cash. Here's your motivation: kill or be killed. Lights, camera, action! Cut! Cut! Cut 'em up!

625/60 525/60 BETA NTSC PAL SECAM

VHS BASICS

VHS MOVES

VHS RUNNING

Use the Left Analog Stick to control the player. The farther you push this, the faster you move. Press the R1 Button to sprint. You have limited stamina, as shown on the flashing yellow bar in the bottom-right corner of the screen, so use it sparingly. Stamina regenerates over time. Also watch your noise. Sneaking is totally silent, but hunters hear you running. The red pulse on the radar indicates your noise level.

VHS KNOCKING

Press the Triangle Button while facing a wall to press up against it. Press the X Button with your back to the wall to knock on the wall. The noise lures hunters. If you are holding a weapon or lure item, the knock is louder. The surface you are pressed up against is also a factor in how loud the knock will be. You can face walls and other objects while pressing the X Button to hit the object without pressing your back against the object first. Pressing X while holding a firearm, however, fires the weapon, which is also an effective way to lure hunters. But this may attract more attention than you want.

CONTROLS

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATION

BUTTON	CONTROL
X	Light Attack, Fire Weapon, Throw Lure, Execute, Tap
Square	Strong Attack, Reload Weapon, Execute
Triangle	Action Button
Circle	Switch Weapon, Exchange Weapon
Left Analog Stick	Move
L1	Target, Toggle Strafing
L2	Strafe Left
Right Analog Stick	Free Look, L/R Switch targets while holding the L1 button
R1	Sprint
R2	Strafe Right
R3	Look Behind, free look while targeting
L2 + R2	Quick 180° Turn
D-pad left	Peek Left
D-pad Right	Peek Right
Start	Pause Menu

VHS USING FIREARMS

Press the L1 Button to target a nearby enemy, then press the X Button to fire. At a closer range, you can tilt the Right Analog Stick to move the targeting arrows toward the enemy's head. A head shot kills the enemy with just one round. At a very close range, the automatic targeting arrows automatically target the head. To reload your weapon, press the Square Button. To enter free aim, press the R3 Button (press down on the Right Analog Stick) while holding the L1 Button. A white dot appears as your targeting reticle. Free aim disengages auto targeting and allows you to shoot objects, such as propane and gastanks, without targeting the enemies.

To swap one weapon for another, stand over the desired weapon, then press and hold the Circle Button.

In missions where firearms replace (or greatly outnumber) melee weapons, you are awarded Style Points for shooting victims. Shooting victims counts toward kills and not executions. Executions are attacks that trigger an execution cinematic (this cannot be done with your hands or firearms).

VHS LURES

Lures are any noise-making item or activity that attracts hunters. Hunters usually pinpoint the source of the noise, so you must move into hiding once you get their attention. Making noise while in the shadows will do the trick if the hunter is at a fair distance. If the hunter is very close to your shadow, you will be spotted if you make noise. Lures can be performed by kicking trashcans, smashing glass, throwing lure items, knocking on walls, firing weapons, or doing anything you can think of that makes noise.

Using lure items effectively is a practiced skill. Try luring a hunter to your shadowy hiding place, and then lightly throwing a lure item in a direction that causes him to turn his back toward you—throwing the lure item far just makes it harder to reach the hunter before he turns around. When he takes the bait, creep up behind the hunter and execute him.

VHS KICKING IN DOORS

1 6
2 7
3 8
4 9
5 0

XP UP EP MINOR

To surprise an enemy in the next room, face a door with a firearm in hand, press and hold the L1 Button, and then press the X Button to kick in the door and begin unloading on the occupants inside. Make sure you're close enough to see Cash raise his gun when facing the door.

VHS GRAPPLE ATTACK

1 6
2 7
3 8
4 9
5 0

XP UP EP MINOR

The grapple is performed when Cash is holding a melee weapon or no weapon at all. If your cover is blown or you are in an all-out brawl, try using the grapple move for the upper hand in a fight. Press the X and Square Buttons simultaneously to grab hold of your opponent, then rapidly mash the X Button to begin a grapple attack combo. If you're the victim of a grapple, press the X Button just as furiously to break free.

VHS PEEKING AROUND CORNERS

This move is especially handy when playing in Hardcore mode (where there's no radar). Press up against a wall and press the Triangle Button to put your back to it. Strafe along the wall until you reach the corner, then continue to press the Left Analog Stick and Cash will stick his head out and look around the corner.

To release from the wall, hit the Triangle Button or press Down on the Left Analog Stick. Even if you're not in a shadow and your head is sticking out, hunters will not see you around the corner.

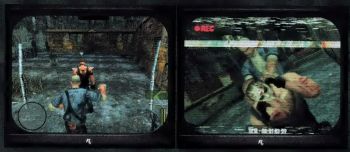
VHS SHOOTING AROUND CORNERS

While in possession of a firearm, press up against a wall and press the Triangle Button to put your back to it. Strafe to the corner and press the L1 Button to whip around the corner, then continue to hold it while you fire off a round. As soon as you let go of the L1 Button, Cash will return to cover with his back pressed up against the wall. This move can also be performed while pressed up against short walls, dumpsters, crates, and any object that causes you to crouch. When you press the L1 Button, Cash will pop-up over the top of the object. Strafe to the edge to whip around the side of the short object.

VHS EXECUTION TECHNIQUES

There are three styles of attacks that can be performed during an execution: **Hasty**, **Violent**, or **Gruesome**.

Walk up behind the unsuspecting hunter and press the X or Square Button while the targeting arrows around the hunter are white. This allows you to perform **Hasty** execution.



If you want to perform a **Violent** execution, remain behind the victim and continue to hold the attack button until the arrows turn yellow.

When you are sure the victim is not going to turn around, continue to hold the attack button until the arrows turn red, then let go to perform a **Gruesome** execution.

Each style of attack triggers a unique camera close-up cinematic that features the victim being murdered in an exceptionally violent way. Each weapon has three unique execution cinematics. The more violent your executions, the more Style Points you receive.

VHS EXECUTION TIPS

- ★★ Do not make a sound as you approach the victim, and avoid bumping into him at all costs. Both of these mishaps will blow your cover.
- ★★ Always be aware of your surroundings. Make sure no one else is around to see or hear an execution. If there is a possible witness nearby, be prepared to run around a blind corner and into a shadow.
- ★★ Watch your foot noise. Make sure you are not walking on gravel or other surfaces that make sound when you approach your victim.
- ★★ Use the strafing buttons to slide left and right to face your victim's back as he rounds corners. This maneuver is also useful to avoid his peripheral vision when he looks around while you're directly behind him.
- ★★ See the "Lures" section of this chapter for effective use of lure items prior to an execution.

VHS THE HUNTERS

VHS HOODS

The Hoods are a mixed bag of off-duty cops and local thugs. They partake in the hunt largely for the financial gain rather than the vicious brutality enjoyed by the other hunters. The Hoods are unruly for the most part; they are noisy and impulsive. They suffer from a lack of concentration during the hunt, treating it like weekend deer hunting. The Hoods dress in dark, non-descript street clothes and wear an assortment of balaclavas and ski masks.

VHS INNOCENTZ

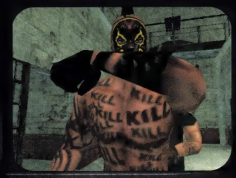
The Innocentz are a street gang absorbed in sect imagery. Although young, they are fierce fighters who prefer to use their combined force rather than individual skill. The gang is made up of two specific groups—The Skullyz form the basic horde, but Starkweather brought in the Babyfaces to add muscle and a distressing contrast to the gang. The Skullyz resent this intrusion and are genuinely uneasy around them, for good reason. Basically, the Skullyz are playing the part of lunatics and the Babyfaces are the real deal, but they all behave like human jackals.

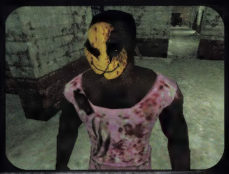
VHS

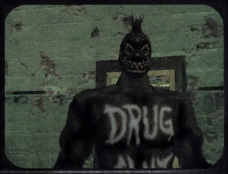
SMILEYS

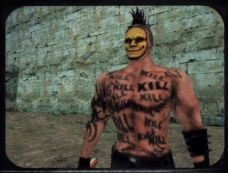
1 6
2 7
3 8
4 9
5 0

Smileys are a loose throng of the insane, serial killers, psychotics, and sadists. They are truly twisted, and one of the most intense packs of hunters you'll face. The Smileys hunt wearing their trademark smiley masks, often splattered with the blood of previous victims or their own from self-mutilation rituals. They take perverse pleasure in the pain and torture they inflict upon others. Their dialogue ranges from demented animal noises to chanted nursery rhymes. Many Smileys talk to themselves or to imaginary friends… you may think one's calling you out, when all he's really doing is mumbling to himself.









Based in the neglected Carcer City Zoo, the Wardogs are the most dangerous and efficient killers on Starkweather's payroll. They consist of ex-military Special Forces and obsessive hunters for hire. A few members stay true to their military backgrounds and often communicate in Special Forces code-phrases, but others lack actual knowledge, so they improvise. They are experts in both tactics and weaponry. Their preferred tactics are ambushes, baiting and luring, and full-on frontal assaults. Despite their training, their animal instincts sometimes take over while pursuing prey, and they become noisy and highly excitable. "Take No Prisoners" is their motto, and they hunt their prey with a viciousness matched by none.

VHS

SKINZ

The Skinz are an archetypal neo-Nazi white power gang. Overall, they tend to work as baboon packs, and are very aggressive and willing to attack rashly. They partake in the hunt mostly for the sadistic violence. The Skinz are disorderly, boisterous, and reckless.

VHS THE RADAR

Watch your noise. Sneaking is totally silent, but footsteps can hear you running. The red pulse on the radar indicates your noise level.

In Fetish mode, you are graced with the presence of radar in the bottom-left corner of the screen. The radar reveals the location of the hunters, who are displayed whenever they are visible or making noise. The arrow shows the direction they are facing. The color of the arrow indicates the level of the hunter's awareness. Red is **aware**, orange is **suspicious**, and yellow is **idle**. When on different level (floor) from you, the enemies' arrows turn into small solid triangles. The black dots on the radar represent hunters and the white dot represents Cash. In Hardcore mode, you do not have radar, which is how this mode got its name!

VHS SAVE TAPES

You will discover Video Cassette Tapes throughout the game. Run through them to save your progress as a checkpoint. If you die, you will return to that Save Point with the same weapons and condition level you had when you passed through the tape. To actually save your game progress, you must access the Pause menu and select the Save option.

VHS PAINKILLERS

Painkillers are the only item in the game that cannot be used as a lure item or a weapon. Painkiller bottles can be found in many different locations in a mission; we have done our best to identify each bottle in every mission. Painkillers replenish 50% of your health. Try to use them only when you are missing at least half of your health to avoid wasting its full potential effect.

VHS WEAPONS

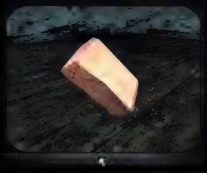
When you pick up a weapon (lure, melee, or firearm), it enters a color-coded weapon slot. Each colored slot symbolizes shared characteristics of all the weapons that fall into that category. The four categories are Green, Yellow, Blue, and Red. The following weapon list is divided into these groups.

VHS YELLOW CLASS

Yellow Class items can be thrown to make noise, which attracts hunters. To throw a lure, hold down the X Button. The longer you hold, the farther the object will travel. Release the X Button to throw the object. These items can also be held in the fist to inflict greater damage to your opponent during a fistfight. Executions cannot be preformed with these items.

VHS BRICK

The Brick is a very effective multi-use lure item that can also be used as a pummeling device.



VHS BOTTLE

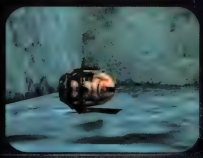
The Bottle is a one-use lure item. Once you throw it or use it to smash someone in the head, it shatters. Find them just lying around or by kicking open boxes or trash bags.

VHS CAN

This is a multi-use lure item. Use it to attract hunters (thirsty or not). Cans are found all over Carcel City. You can also get them by shooting soda machines.

VHS HEAD

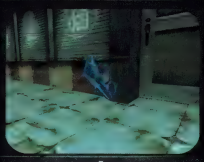
The Head is a multi-use lure item. Nothing gets hunters peeved quite like throwing the noggin of another hunter at their feet. Heads can be removed by performing a Gruesome execution with a Wire, or any level of execution with a Machete or Cleaver.



VHS GREEN CLASS WEAPONS

All weapons that are lost after one execution fall into this category. They are virtually silent when used for executions.

VHS PLASTIC BAG



You'll be putting more than a head of lettuce in this grocery bag! The Plastic Bag can only be used as an execution weapon to suffocate hunters. It is lost after one use.

VHS WIRE

Wire is harmful only if used as an execution weapon. Perform a Gruesome execution to remove your victim's head, then use your gory trophy as a lure item—one that really riles the enemy up!

VHS GLASS SHARD

Glass Shards can be found or created by breaking any glass item in the game. Equip one of these to increase damage during a fistfight. It's also a very useful and blood-spattering execution device.

VHS WOOD STAKE

The Wood Stake appears only in the final mission, but becomes one of the most important weapons in the game; without it, you cannot beat Piggsy! This is a one-use item.

VHS BLUE CLASS WEAPONS

Blue Class Weapons are items that are not lost after just one use. They make more noise than Green Class weapons.

VHS CROWBAR

The Crowbar has three great uses: breaking padlocks, busting faces, and performing memorable executions.

VHS WOODEN BAT

Take your sport to a new level! The Wooden Bat is the Hoods' weapon of choice. Splinter a skull or knock it out of the park!

VHS BLACKJACK

Blackjack is a leather-covered bludgeon used as a hand weapon. It's smaller than the Wooden Bat and not quite as persuasive, but you can use it to execute a hunter just as easily.

The

VHS NIGHTSTICK

The only way to get a Nightstick is to take it from a police officer! A trophy find. This allows you to return some pain to the arresting officers.

VHS HAND AXE

The Hand Axe is normally used for felling trees or chopping wood. The Innocentz use the bladed, hand held implement for turning Cash into spare change.

VHS MACHETE

This carbon steel blade with fixed handle is the preferred weapon of the Wardogs. Hunters lose their heads when James Earl Cash gets a hold of one of these!

VHS SICKLE

The Sickle is the preferred weapon of the hunters called the "Innocentz." It's not just for thrashing wheat anymore! Tear your enemies apart with this incomparable blade.

VHS CLEAVER

Butchers use this heavy, broad-bladed hatchet for cutting meat. In *Manhunt*, the same is true, only the butchers are better known as the Smileys.

VHS REVOLVER SIX SHOOTER

The Innocentz and CCPD officers carry .38 revolvers. You cannot perform an execution using this weapon.

VHS HEAVY HANDGUN

Packing a harder punch, the GS Model 23 is carried by Starkweather's Cerberus guards and the Carcer City SWAT teams. This semi-automatic pistol holds fifteen .40 caliber rounds to a magazine. You cannot perform an execution using this weapon.

VHS SUBMACHINE GUN

Some of Carcer City's SWAT teams are outfitted with the Spaz Mark 1 Submachine Gun. It fires 600 rounds a minute! The magazine holds thirty 9mm rounds. You cannot perform an execution using this weapon.

VHS NAIL GUN

Who would imagine that your local hardware store would carry such a hideously devastating weapon? The Nail Gun fires 4-inch stainless steel nails and has a 30-round magazine capacity. The weapon is rather weak when fired at long-range targets, but when close to the target, three nails will seal any hunter's coffin shut. This weapon gives literal meaning to the words, "nail 'em!" You cannot perform an execution using this weapon.

VHS RED CLASS WEAPONS

Red Class weapons are the most potent, but are not as fast as the lighter weapons.

VHS METAL BAT

The Metal Bat is the heaviest of the club-like weapons in the game and occupies the Red Class weapon slot. It's a heavy hitter that can slow you down in a head-to-head fight. However, its weight makes no difference when performing executions.

VHS SAWED OFF SHOTGUN

This 12-gauge Shotgun has had the barrel length shortened to produce pellet spreading at shorter range. This is the most powerful short-range weapon in the game. However, it is not effective at long range. The Innocentz tote these firearms. You cannot perform an execution using this weapon.

VHS SHOTGUN

The Sap-12 is a smooth, manual pump-action, 12-gauge Shotgun that reloads rather quickly. It holds eight shells per magazine and is the Smileys' weapon of choice. The Carcer City SWAT team carries the exact same weapon, but with a flashlight attachment. You cannot perform an execution using this weapon.

VHS SNIPER RIFLE

The IDK Type 2 Sniper Riffle fires 7.62 x 51mm rounds and has a six-round magazine capacity. The Carcer City SWAT and the Cerberus use this weapon in certain situations. Tilt the Right Analog Stick to activate the scope. You cannot perform an execution using this weapon.

VHS TRANQUILIZER RIFLE

This weapon is intended to be used to sedate wild animals. The Wardogs use it to hunt down James Earl Cash. When shot by a tranquilizer round, you will experience temporary blurred vision and dizziness while only suffering minor damage.

However, if you get plugged with enough tranquilizers, the damage becomes more severe. Once you're lucky enough to obtain this weapon, one well-aimed shot to a hunter's head will put him on the ground for a good spell. The rifle fires .50 caliber tranquilizers and has a 10-round magazine capacity. Tilt the Right Analog Stick to activate the scope. You cannot perform an execution using this weapon.

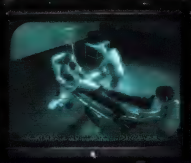
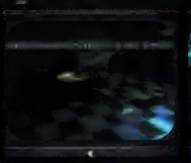
VHS ASSAULT RIFLE

The Defender Mark 6 is the Cerberus guard's key weapon. It can be fired fully automatic or more conservatively with single round blasts (let the distance of the target help determine the best usage). This weapon fires 5.56 x 45mm rounds at 950 rounds per minute. The magazine holds 30 rounds. SWAT and Cerberus guards wear body armor, so anything less than a head shot will require a fair amount of ammo. You cannot perform an execution using this weapon.

VHS CHAINSAW

The Chainsaw is the rarest and most feared weapon in the game. If you survive long enough to meet the escaped pigman, Piggsy, then you'll see this weapon firsthand. Piggsy actually keeps the chains dull to achieve more carnage and inflict greater pain on his victims. If you're lucky enough to obtain this piece of hardware, press the Square Button to start its noisy engine and the X Button to move the chain. Executions are possible while using the Chainsaw, and very nasty ones at that!

WALKTHROUGH

MOVIE REVIEWS 90

DESCRIPTION:

Born Again

Everyone was convinced of convict James Bart Cash's execution last night by lethal injection, except one inquisitive reporter who believes the execution was a hoax. She was right. Madman and movie director, Lionel Starkweather, had him sedated and brought to his Carcer City movie set.

Cash regains consciousness in a locked room. Over the intercom, Starkweather tells Cash to put on a wireless earpiece to guide him through his dangerous new career: the leading role in another snuff film from Voliant Video Enterprises.

VHS **TRAINING DAY** 16 27 38 49 50

Hidden cameras have been placed throughout the abandoned areas of Carcer City to record Starkweather's latest movie. The Director has released one of his gangs (The Hoods) to hunt Cash down. Make them victims, don't become one.

Pay close attention to the onscreen tips. If you have a question about any of the controls or general gameplay features, refer to the *Basics* chapter in this guide.

Your first objective is to walk down the street and find the **Plastic Bag** stuck between the bus and overturned vehicle next to Ryton Aide.

MINI DV

Carcer or Vice City?

Pay close attention to your surroundings and you will see and hear many Grand Theft Auto references in Manhunt. Pay attention to the store names, and listen to how the enemies whine and the words they speak. Even some of the vehicles look like they may have been driven straight out of Vice City!

VHS

FIRST BLOOD

You'll find your first victim in an alley just beyond the Ryton Aide building on the right side of the street. Notice the yellow arrow on your radar. This identifies the enemy's position and alert status. His back is to you, and he is completely unaware of your presence.

Your footsteps are silent when you creep slowly, but sound is registered on the radar when you run. The noise appears as a red ring around the white dot (the white dot is you) on the radar. Enemies are alerted by noise when the red ring touches the enemy arrows on the radar. If you don't want to be heard, don't bump into objects that create a racket, such as garbage cans.

Walk up behind the Hood. Press the L1 Button as you approach. Green arrows appear around his head. When you're approximately three to four steps away from the victim, the reticule turns white and you can perform an execution (Starkweather will order you to do so in your earpiece). Press the Square or the X Button while the Plastic Bag is selected.

SWING, AND MISS!

Swinging your fists and weapons makes noise. If you swing and miss while sneaking up on someone, the sound of your attack will be detected and alert the enemy. The best thing to do in this situation is to run away from the pursuing enemy and duck into the shadows—once you're sufficiently distanced yourself, to have provided a blind attack.

MINI DV

How to Kill

See "Execution Techniques" in the Basics chapter for information on performing stealthy, violent, and gruesome executions. It all hinges on how long you can hold the attack button just before taking out the unaware victim.

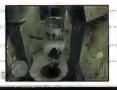
SP LP

The first execution cinematic begins after releasing the attack button. The subsequent feature depends on how long you held the X or Square Button before initiating the attack. After the kill, you will no longer have the Plastic Bag. Refer to the "*Weapons*" section of this guide for information on your available arsenal and what the color-coding means.

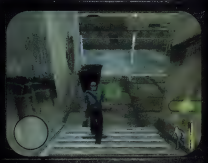
MINI DV

Hiding the Evidence

When you stand over a fallen foe, the Zones text icon will now in the bottom right corner of the screen will hover. A Triangle Button will appear beside it. This means the body you are standing over can be picked up and moved. Press the Triangle Button to sling your victim over your shoulder. You cannot run when carrying bodies. To drop the corpse, press the Triangle Button again. You can dump bodies in the shadows to hide them.



VHS INTO THE SHADOWS



There's another **Plastic Bag** at the bottom of the stairs in the alley. Pick it up and continue to follow the pathway around the basketball court.

When you reach the locked gate, a text message appears. It instructs you to hide in the darkened doorway nearby. When you walk into the shadow, your Status Icon turns blue. This indicates that you are safely hidden in the shadows. Any suspicious or idle enemies (orange or yellow on the radar) will not see you in the shadows (even if they are inches away and appear to be looking directly at you). Shadows are not safe when hunters are aware of your presence and are actively pursuing you (when they appear as red triangles on the radar). Once you have been spotted, your status icon will flash red.

While in the shadows, turn and face the walkway (pressing L2 + R1 is the easiest way to face the other direction without leaving your spot). Make sure that your status icon is blue; indicating you are hidden. Wait for the hunter to unlock the gate and pass you by. Then target him, step out of the shadows, and creep up behind the victim until the targeting arrows turn white and bag the Hood! There's no choice of paper or plastic; he's getting plastic! For more Style Points, perform a Gruesome execution on him (red arrows).

VHS PAINKILLERS

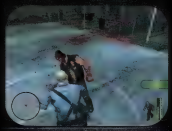
Walk through the unlocked gate and follow the pathway around the basketball court to the dead-end. Nab the **Painkillers** near the dumpster. Each bottle replenishes 50% of your health, shown on the green bar adjacent to your Sprint bar.

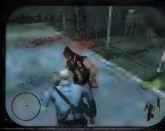
VHS FIGHT TRAINING

Jump down into the basketball court through the opening in the fence (adjacent to the Painkillers). Starkweather will pit you against another one of his Hoods. There's no escape from the court and no shadows where you can hide; you must defeat this Hood to progress.

Pressing the X Button triggers a quick punch, while the Square Button releases a heavier, but slower, attack. Your opponent is not that tough, so this time you can get away with using only the latter variety. However, there will be many instances where using just this technique will get you killed—you won't even be able to get a punch in while your opponent relentlessly pounds on you.

Pressing the L1 Button while fighting not only makes it easier to move around your opponent, but it also illustrates the condition of the enemy. Notice that the Targeting arrow turns from green to orange to red as you pummel the Hood. Red is the final condition of the victim before there is nothing left to target.

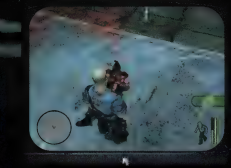




To block an attack, simply pull away from the opponent using the Left Analog Stick. Blocking does not prevent damage altogether, though—especially when the assailant has a weapon.

Cash (and most opponents) can only perform a three-punch combo. Use this knowledge to your advantage. Go in for an attack, rapidly press the Square or X Button to initiate the combo, then pull back to block (or better yet, step away from an attack). When the opponent has thrown his three punches, quickly move in and batter him once again.

When the Hood is one punch away from going down, he will run. Chase him down, then hit him one more time to knock him to the ground. He's not dead yet.



Stand over the Hood and continue to attack him. Cash now begins to kick the victim until he's dead. A section of fence then opens and you will be allowed to enter the next alley.

There's a bottle of **Painkillers** behind the net on the opposite end of the basketball court. Use it to replenish your health after the fight.

VHS

SAVE POINT

1 6
2 7
3 8
4 9
5 0

There's a videocassette tape in the alley. These are Save Points. If you die, you will return to the location of the last tape. When you use the Save option in the Pause menu, you will save your progress up to the last Save Point. If you do not do this, you will not be able to return to a Save Point when the console is turned back on.

VHS

FOURTH VICTIM

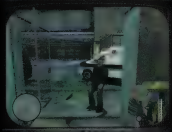
1 6
2 7
3 8
4 9
5 0

Pick up the **Glass Shard** from the ground just before the alley bears left. As you approach the stairs, a text message describes the Peeking controls. This technique is ideal when noiseless enemies cannot be seen on the radar, and when playing in Hardcore mode.

Walk to the first flight of stairs in the alley, then head back down and duck into the darkened doorway. A Hood will descend two flights of stairs and pass in front of you. Notice how the yellow triangle turns into an arrow as he approaches your level in the alley. Triangles on the radar indicate enemies on levels above or below you.

As he turns to head back up the stairs, leave the shadow, follow him quietly, and then stick the Glass Shard in his neck. Find the **Painkillers** behind the dumpster at the dead-end at the top of the stairs. Follow the alley to a gate that opens up to a large street.

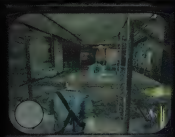
Hide in the shadow behind the gate before passing into the next area or through **Glass Shard**. There are two Hoods patrolling the street. One approaches the gate and looks into your alley. When he turns around, walk up behind him and waste him behind the ambulance.



Use the myriad shadows cast by vehicles, buildings, columns, and doorways to move around the area undetected. Attack the two Hoods when they are at a safe distance from one another. The sound of your attack often attracts an enemy within earshot.

Once you've wasted one Hood, you will be weaponless. Fortunately, there's another **Plastic Bag** to the left of the gate you entered, in the shadow of a parked Valiant Video van. Find it and hunt down the second Hood. You can also find a **Plastic Bag** in a shadowy nook located to the right of the locked exit gate.

If you need health, **Painkillers** can be found on both ends of the street. Starkweather will unlock the gate once both Hoods are defeated. A Save Point is available just beyond this gate. Another bottle of **Painkillers** can be found at the "T" intersection in the alley beyond the Save Point. A set of stairs (left at this juncture) leads to the final objective.



VHS OPEN THE CHUTE DOOR

There's a **Glass Shard** at the top of the stairs. Notice the guarded Rear Disposal chute shown in the short cinematic; this exit is accessible once you dispatch the two remaining Hoods. You have several options for defeating them in this area, and there are multiple places to hide and set up an ambush.

The quickest and safest method is to walk inside the first building as you reach the top of the stairs. Rap on the wall while standing in a shadowy corner. You can do this by pressing your back up to it (Triangle Button) and knocking (X Button). Or you can face the wall and hit it with your fist or the Glass Shard. This will most likely alert both guards and draw them into the building. Follow the last Hood as he turns to leave the building, then execute him—as long as his buddy is not a witness.

MINI DV

Shadow Hiding

Most enemies do not walk into shadows to search for you, instead they will walk up to the edge of the shadow, then stop and look. Although this is not always true (some will walk through shadows), it is usually the case, but will alert you when an enemy is ready to investigate more closely. When hiding, it's best to be close to the object casting the shadow to avoid enemy collision. If the unfortunate encounter occurs, he will become aware of you and begin to attack.

SP LP

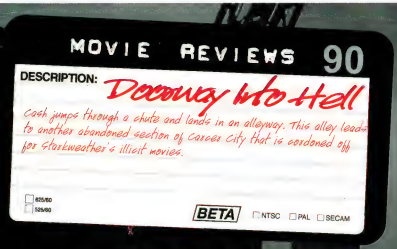
There are several important items in this area. Here's what you can find:

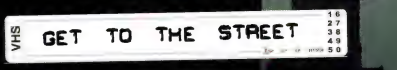
ITEM	LOCATION
Plastic Bag	Behind the register inside the first small shop.
Painkillers	In the second shop (Ugolino's Watchmakers).
Glass Shard	In the middle of the third small shop.
Plastic Bag	Just outside the third shop, at the the exit chute path.

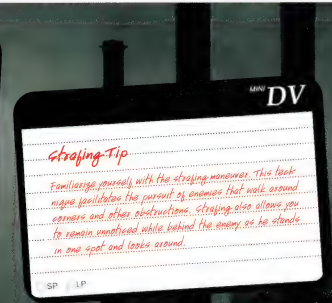
Move into the shadows inside one of the shops and hit the wall to attract the final Hood. Execute him and enter the chute to complete the first scene of the *Born Again* movie.

VHS FINAL SCORE

A "Scene Completed!" screen appears at the end of each movie scene. For information on the scoring details and how to improve your score, refer to the *Extras* chapter in this guide.

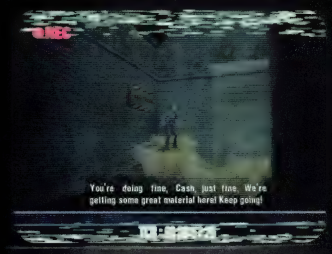

MOVIE REVIEWS 90
DESCRIPTION:
Descent into Hell
Cash jumps through a chute and lands in an alleyway. This alley leads to another abandoned section of Career City that is cordoned off for Storkweather's illicit movies.
625/50
525/60
BETA
NTSC
PAL
SECAM



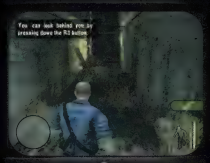

MINI DV
Strafing Tip
Familiarize yourself with the strafing maneuver. This technique facilitates the pursuit of enemies that walk around corners and other obstructions. Strafing also allows you to remain unnoticed while behind the enemy as he stands in one spot and looks around.
SP
LP

Find the **Plastic Bag** in the first bend of the alleyway. Approach the next turn in alley and you'll hear an enemy farther ahead. Slowly round the turn and quietly walk up behind the Hood as he relieves himself. If you wait too long, he will finish his business and turn toward you. Sneak up when you hear him speak to himself. Move silently.

Throw the bag over his head and execute him. This Hood was carrying a **Blackjack**. This Blue class weapon is not lost after just one use, but it does make noise during executions. You must, therefore, be very aware of nearby enemies when killing foes with this weapon.



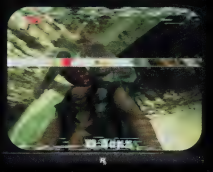
Pay close attention to the text messages as they coach you on strafing, performing a quick 180-degree turn, and looking back without turning.



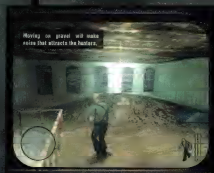
VHS FIRST BUILDING

Enter the building at the end of the alley. There's a bottle of **Painkillers** behind the door, and a **Glass Shard** nearby. Walk into the next room and hide in the staircase shadow.

Bang on the wall with the Blackjack to alert the Hood patrolling upstairs. An orange triangle appears on the radar. Wait in the shadows until the Hood investigates the noise. He may go outside and see the body of your last victim. When the Hood returns to the stairs or approaches the next room, follow behind and execute him with the Blackjack or Glass Shard.

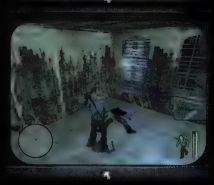


VHS SECOND FLOOR



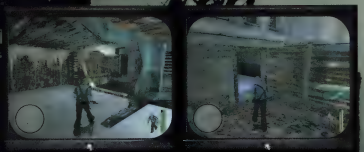
There's a pile of gravel in the first room at the top of the stairs. A text message warns that walking on this material will make noise that attracts the hunters. However, no immediate danger exists if you already lured the Hood downstairs and defeated him. Enter the next room through the holes in the walls.

Approach the hole in the next room, then wait in the shadows as a Hood walks by in the next hallway. He moves toward the window on the right side, but does not stay there long. Take him quickly while he pauses at the window, but don't run.

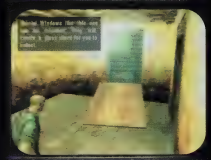


VHS THIRD ROOM

Follow the hallway into the back room, jump through the hole in the wall to exit, then enter the next building.



VHS SECOND BUILDING



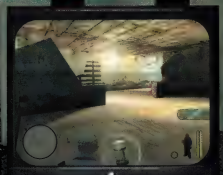
Find the **Painkillers** in the connecting hallway, then use the Blackjack to shatter the glass pane in the back room. This produces a **Glass Shard**. Walk through the opening you created and use the Save Point outside.

As you approach the locked gate to the left, Starkweather says you must find something to bust the padlock. The gate objective appears as a blue dot on the radar.

VHS FIND SOMETHING TO BREAK THE PADLOCK

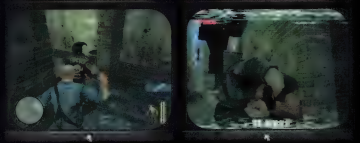
VHS CROWBAR SEARCH

There's another bottle of **Painkillers** in the building to the right of the locked gate.



Bang on the brick wall at the end of the alley, near the sidewalk. A Hood stands guard in a doorway across the street, and the noise excites him. Retreat into the alley and hide in one of the small shadows (the left wall produces a larger shadow).

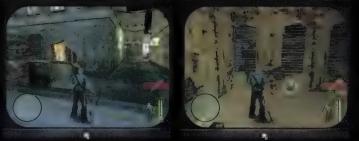
Follow the Hood as he returns to his post, then execute him with the Blackjack. He drops a **Baseball Bat**, which is larger than your Blackjack and part of the Red class of weapons. The Baseball Bat is slower than the Blackjack, but stronger. This matters when fighting an enemy, but not during executions.



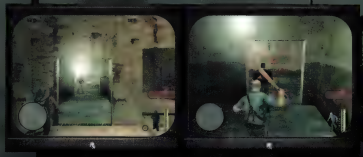
The building the Hood was guarding contains hanging bodies, **Painkillers**, and a couple exits that lead to a back alley. Be careful about exiting through the back doors; a nearby Hood may spot you. If he does, then run through the buildings and find a shadow where you can hide.

Shadows effectively hide you when there's enough distance between you and the suspicious thug (status orange) on the radar. If you round a blind corner between you and the assailant (status red), you can still use a shadow to hide so long as he does not see you enter it.

The building to the far-left on the same side of the street contains a bottle of **Painkillers**. It also has a back door that leads to the aforementioned back alley.



There are two thugs in the back alley, so divide (them) and conquer. Make small noises to alert only the closest enemy, then lead the suspicious Hood to a kill zone. Try for a Gruesome execution with the Baseball Bat and watch Cash hit a home run!



The back alley these two Hoods patrolled features a spray-painted graffiti message pointing the way to a third alley and the next building on the agenda. Enter the building on the far-left. (You'll find a **Plastic Bag** behind a dumpster on the opposite end of the back alley.)

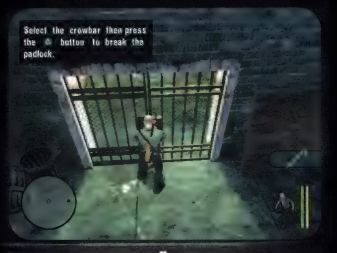
The next Save Point is at the top of the stairs in the third building. The second room at the top of the stairs contains a graffiti sign. It indicates that you've found the Crowbar, but no such item is visible. Inspect further, and a madman storms into the room wielding this weapon!

Run out of the room, then head down the stairs and into a shadow in the previous alley. Watch the radar as another Hood appears in the area that was previously cleared. Lure this guy into the shadows and execute him before heading back upstairs to deal with the Crow-bar yielding hunter.

Now that this psycho is visible, head upstairs and stealthily approach him when his condition is yellow. Avoid walking over the gravel when pursuing this Hood. The sound will blow your cover. Execute him and swap the Blackjack for the **Crowbar** by standing over the item and holding the Circle Button. Find the **Painkillers** in the back room, then take the Crowbar back to the locked gate (follow the blue dot on the radar).

As you approach the locked gate, another Hood can be seen patrolling the area. Get his attention from a distance, then run well ahead of him and into a shadow. If he isn't nearby, make a noise and lure him into your kill zone. Execute him with the Crowbar for a nasty cinematic—you gotta love those sound effects!

Next, face the center of the locked gate while holding the Crowbar and press the Triangle Button to break the padlock.



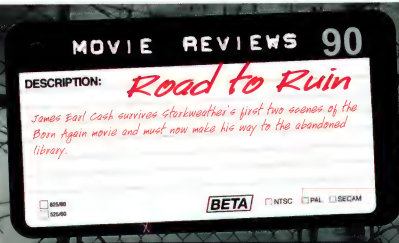
VHS THROUGH THE GATE

You reach a Save Point as you pass through the gate. If you need health, don't enter the building on the right just yet. Instead, follow the alley around to the rear of the building to score a bottle of **Painkillers**. There's also another bottle behind the dumpster at the original end of the alley. When you're sufficiently healed, enter the building and head downstairs for another pre-arranged Starkweather battle.

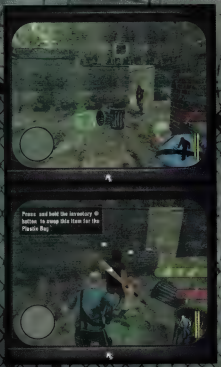
VHS CROWBAR HOOD VS. JAMES EARL CASH

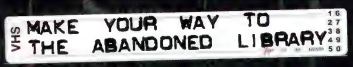
As you enter the room at the bottom of the stairs, the door locks behind you and a Hood wielding a Crowbar enters the room. A text message instructs you on how to perform a grapple attack (X Button + Square Button, then repeatedly press X to perform an attack combo). However, practicing this on an opponent armed with a Crowbar can be dangerous. If you become the victim of a grapple, press the X Button repeatedly to break free.

Use your Crowbar and light attacks (X Button) to pummel the Hood. The Baseball Bat may prove to be too slow, although it is a stronger weapon. Using a light attack with a Crowbar works well; the Hood will have a hard time getting a hit in. Pull away from the assailant when he attacks, then move in just as he completes his third swing. The Hood goes down after eight heavy hits from the Crowbar or twice as many light hits. Continue to beat him to death, and the next door will open. Enter it to complete scene two of the Born Again movie.


MOVIE REVIEWS 90
DESCRIPTION:
Road to Ruin
James Earl Cash survives Starkweather's first two scenes of the Born Again movie and must now make his way to the abandoned library.
BETA
NTSC
PAL
SECAM

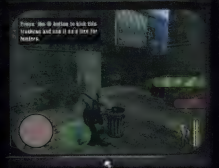
The Hood runs from a nearby building and into the alley to search for the source of the noise. If he fails to enter your area, hit the wall with the Crowbar or Baseball Bat to lure him closer. Execute the nibby thug when he turns his back to you.

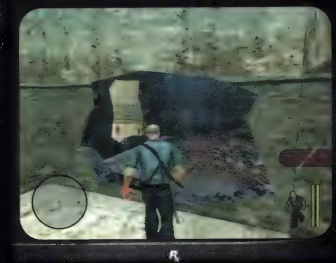




Pass through the building where the last Hood was patrolling and enter the very small alley. Enter the next building through a hole in the wall and step down into a public bathroom.

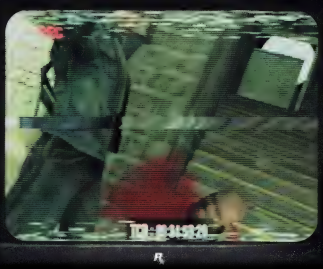
As you begin, a text message suggests pressing the Triangle Button when facing a trashcan to kick it and attract hunters. Doing so produces immediate results. Take the **Plastic Bag** near the trashcans, then hide in the shadows.





VHS SMITING IN THE BOYS ROOM

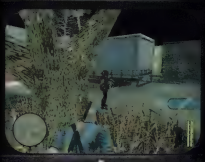
There's a set of stairs in the next room. A Hood patrols near the top of the stairs. Enter one of the shadowy stalls in the bathroom, then rap on the wall with one of your weapons to coax the Hood into coming downstairs to investigate. Take him out as he makes his way back up the steps, then continue upstairs to exit the building into the parking lot.

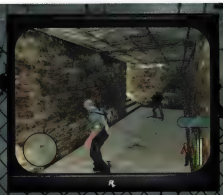


VHS PARKING LOT MASSACRE

There's a tree in the shadowy area near the truck in the parking lot. Look behind it for a bottle of **Painkillers**.

As you approach the stairs in the next alley, a screaming Hood comes running from around the next corner. There is no way to avoid this ambush, so perform a 180-degree turn and run back into the dark corner near the truck where you found the Painkillers. Sneak up behind the Hood as he turns away, then execute him.

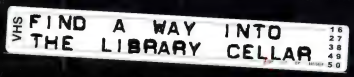




Once you reach the middle of the next hallway, the Hood that has been appearing on your radar finally jumps out and pursues you.

Run back into a previous room, then hide in the shadows and prepare to pounce on the Hood during his return trip to the hallway. Follow the hallway to the end and climb the short set of stairs. There's a Save Point just outside this building.

There's a locked gate at the end of the alley where the Hood emerged. Use the Crowbar to gain access to the building beyond.



A text message in the room beyond the padlocked gate explains the techniques for strafing along walls, leaning out to peek around them, and banging on walls while your back is up against them (you can also peruse detailed descriptions for these maneuvers in our *Basics* chapter). However, the closest Hood in this area will not fall into your trap, no matter how much you knock on the walls.

Then press LEFT or RIGHT on the left analog stick to move left and right. Reach a corner and continue to press the left analog stick in the same direction to lean out and peek.

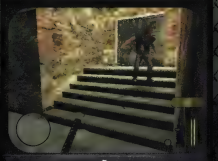
As you pass through the Save Point, Starkweather specifies the next objective: Find the library's cellar door. There's a **Brick** at the end of the short alley just before you reach the street. A text message indicates that this is a Yellow class item, which means it's a lure that can be thrown to attract hunters. You can also attack with lures, but it's not a wise thing to do—unless you have no other weapon.

VHS

USING LURES EFFECTIVELY

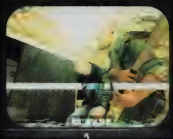
1 6
2 7
3 8
4 9
5 0

Smack the alley wall with the Crowbar or kick the trashcans, then retreat back into the alley's shadows until the three Hoods (or hopefully only one) from the street come to investigate.

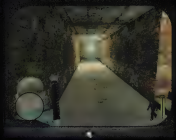


Pick up the **Brick** from the hallway and lure the remaining Hoods toward you as you remain in the shadows at the bottom of the steps. Try to make just enough noise to lure only one. Never knock on a wall when the enemy is visible and within a few yards; they will always spot you and attack.

Throw the Brick further down the hall, and a Hood will walk past you to investigate. If a second Hood is present, he will clear the area first. The straggler is your mark. On his return trip from the Brick, come out of your corner shadow and execute him. Perform a similar lure tactic to off the last Hood.



As soon as a Hood pauses in front of the alley to peer into the shadows, turn and throw the brick into the hallway. This causes your nosey foe to walk through the shadows right past you. Make sure you're standing against the wall to avoid contact as he passes by, then follow behind and execute him (but only if the others cannot witness your kill).



AMPED DV

Bait & Hook

You can always lure enemies by making noises without throwing lures. The best tactic is to hold on to your lures until the enemy is near, then throw one to make the enemy turn his back toward you. This sets up the ideal opportunity to execute your unsuspecting assailant.

SP LP

VHS THE STREET

As you enter the street, turn right and go to the sidewalk to find an open building. Take the bottle of **Painkillers** upstairs, as well as the two items in the basement (you must use the Crowbar on the back door to open the gate to the basement Painkillers).

If you're still hurting, you can get your prescription completely filled in a couple more nearby areas. There's a bottle of **Painkillers** in the second room of building across the street. Another bottle can be found deep in an alley on the opposite end of the street.

Find the stairs that lead under the sidewalk near the middle of the street, and use the Crowbar to break the padlock on the cellar door below.

VHS GET THROUGH THE CELLAR EXIT

VHS THE CELLAR

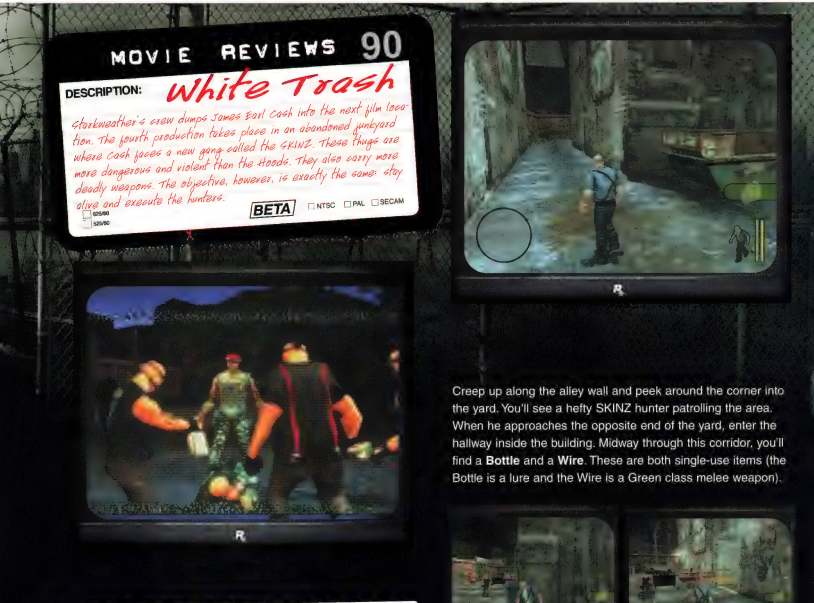
The Save Point is beyond the gate. Pass through it on your way to the next room. You'll see a **Bottle** near the large pile of sludge. Bottles are lure items, but not as useful as Bricks—Bottles break, making them single-use items.

Attract the hunter in the next room, then dash into the shadows. Bang on the wall if he failed to enter the room, then use the turn item to make him face away. You know what to do next.

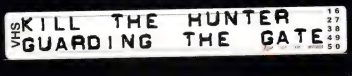
Enter the room with the hanging body bags, round columns, and a large hole in the ceiling. Some **Painkillers** and a **Bottle** are behind the columns on the opposite side of the room. Exit through the hole in the wall and walk up the stairs in next alley. When the Hoods appear, hit the wall and retreat to the previous room.

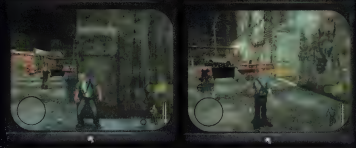
You must divide and conquer, using the shadows and the Brick trick. These guys like to stick together, so it requires timing and patience to separate them. If things go badly, just run away and return later.

Once you've defeated these three Hoods, you can safely traverse the next alley, bust open the gate lock with the Crowbar, and reach the mission exit. A cinematic shows a new breed of enemy, the Cerberus. These guys are like Starkweather's special forces… his version of a film crew. They retrieve you at the end of a scene and take you to the next shoot location.


MOVIE REVIEWS 90
DESCRIPTION:
White Trash
Starkweather's crew dumps James Earl Cash into the next film location. The fourth production takes place in an abandoned junkyard where Cash faces a new gang called the SKINZ. These thugs are more dangerous and violent than the Heads. They also carry more deadly weapons. The objective, however, is exactly the same: stay alive and execute the hunters.
BETA
NTSC
PAL
SECAM
320/480
320/60
320/60

Creep up along the alley wall and peek around the corner into the yard. You'll see a hefty SKINZ hunter patrolling the area. When he approaches the opposite end of the yard, enter the hallway inside the building. Midway through this corridor, you'll find a **Bottle** and a **Wire**. These are both single-use items (the Bottle is a lure and the Wire is a Green class melee weapon).



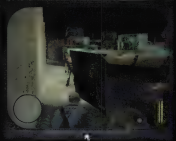


You begin this scene in a dark alley with no weapons. A very large hunter patrols the yard up ahead. He is armed with a headache-inducing Metal Bat! Your first objective is to arm yourself.

Hide in a shadow and make a noise to lure the hunter toward you. Toss the **Bottle** to make him face the other way, then execute him. If you perform the Gruesome variety (allowing the targeting arrows to turn red before attacking) you can remove the hunter's **Head** and keep it as a multi-use item! This kind of sure really ticks off other SKINZ! Take the **Metal Bat** from your latest assailant- turned-victim. The next door then opens and you can proceed into the junkyard.

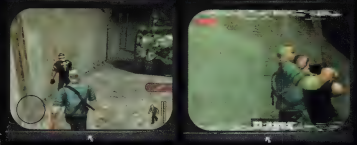
There's an overturned car in the corner near the crane. Look behind the inverted vehicle to find a **Bottle**, then bang on the car with your Metal Bat. This attracts another hunter. Continue to make noise until the hunter is standing at one end of the vehicle. When he turns away, slink out of the shadows and whack him in the head.

Defeating him allows you to safely search this half of the junkyard. Beware that there is still a guard on the steps of the junkyard house. If you're quiet, you won't have to worry about him... yet.

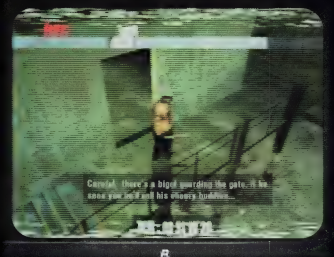


VHS FIND SOMETHING TO CUT THE ROPE ON THE GATE

VHS INSIDE THE JUNKYARD

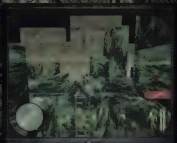


Enter the junkyard and head to the left, past the stacks of tires and the wrecked crane. Your next target is around the crane to the right. Lure him toward you, then retreat to the gate and hide in the shadow beside the stack of tires. Throw the Head past the hunter to incite his interest in that direction, then execute him before he turns back to face you.



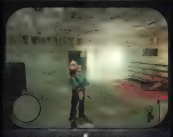
VHS FINDING PAINKILLERS

Large blocks of compressed scrap are arranged in the area before the junkyard house, forming a maze of sorts. There's a ladder facing the house in a nook near the center of this debris labyrinth. Get very close to the ladder, then press Up on the Left Analog Stick to scale the blocks. Follow them to the left, over the tires, and into the back of the tractor-trailer to find a bottle of **Painkillers**. There's another bottle in the corner behind a stack of tires.



VHS BIGOT GUARD

Enter the junkyard house through the back door (facing the scrap maze) and approach the Bigot from behind, via the locker room. He won't turn around unless you make a noise, and there's plenty of time for a Gruesome execution.



VHS CUT THE ROPES ON THE GATE

Walk through the back door to find the Save Point in a small alley behind the house.

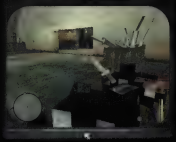
You must now find a sharp object to cut the ropes from the gate between the fiery barrels. One more SKINZ hunter is roaming the yard. He must be dealt with before you go on the Knife search. Remain in the house and use the shadow in the corner of the main room for a kill zone. Bang on the walls with the Metal Bat until the hunter finally enters the house. When he turns to exit, creep up and let him have it!

Head toward the hangar on the far end of the junkyard. There are several items to claim in this area:

ITEM	LOCATION
Bottle	Behind the large green tanks in front of the hangar.
Painkillers	Between the tanks beside the hangar.
Bottle	In the small alley behind the hangar.

VHS THE HANGAR GOON

The final hunter in this area is inside the hangar. No matter how much noise you make outside (or even if you throw objects into the hangar), he will not leave his post. So enter through the back door and creep along the back wall, gradually making your way to the right to sneak up behind him. Since he does not move, a Gruesome execution is quite manageable. You get the **Knife** from the body of this fallen hunter. This weapon can be used to cut the ropes from the gate.



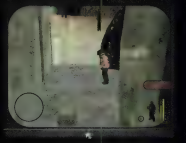
VHS FIND A WAY INTO THE TRAILER FOR THE NAIL GUN

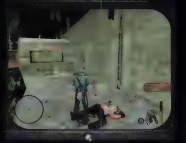
VHS JUNKYARD AREA 2

The next Save Point occurs as you pass through the gate and into the second junkyard area. Climb the junk heap to make it over the concrete wall.

As you approach the trailer, a cinematic shows a Nail Gun inside. There's a **Brick** in front of the trailer near the tire stacks, but the next objective can be performed with any weapon.

Approach the end of the trailer and find the window to the bathroom (you can see the hunter sitting on the can inside). Break the window with the Brick or your Metal Bat and the hunter will jump up and run outside. Dash around to the back of the trailer where you can hide in the shadow near a small fence. When the hunter approaches, throw a lure object past him, then creep up and execute him.





Enter the trailer to find the Nail Gun. Walk into the weapon and face the back of the trailer (away from the bathroom). When you take the gun, it's safer to hide in the shadows at the back of the trailer (where the **Painkillers** are located) rather than the part in bathroom. You must swap out the Knife for the **Nail Gun** (press and hold the Circle Button). As soon as you take the weapon, a text message appears on the screen to educate you on the use of firearms. While this is happening, two hunters are rushing toward the trailer. Pause the game and refer to our Weapons section in the *Basics* chapter of this guide if you need help with firearms.

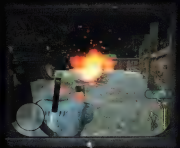
As soon as you get the Nail Gun, run to the shadows in the back of the trailer, select the gun, and prepare to blast the hunter as he enters the trailer.

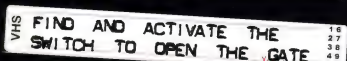
All firearms automatically aim at the enemy's head at close range, but you can force a head shot by tilting the Right Analog Stick (when at the appropriate distance from the target). If the second hunter doesn't enter the trailer, hit the walls to lure him inside. Three nails to the head puts him down for good. When the enemy is right in your face, Cash will pistol-whip the assailant. Once your aggressor has been knocked back, you can resume firing.

BONUS POINT WARNING

You cannot perform an 'Execution' using the nail gun, which causes 'Kills'. You will not be rewarded Style Points for Kills. If your goal is to accumulate enough points to open bonus features, do not kill more than these two trailer infiltrators with the nail gun.

Exit the trailer and head around the stack of scrap along the back cement wall of the junkyard. Find the **Painkillers** in the small nook of tires on the other side of the scrap wall. As you enter the next area, a text message hints that you can shoot propane tanks to take out nearby hunters or alert distant ones. Enter the next area of the junkyard through the opening between the burning barrels.





As you enter the third Junkyard, a text message reminds you that before you may pick up ammo, you must first have the weapon that uses that ammo. There's a **Box of Nails** (holds 10 nails) in the corner. If you have the Nail Gun, you can pick up the box.

As you approach the next gate between more burning trash cans, Stankweather announces that the gate is electronically locked and you must find the switch to open it.

Continue past the gate and peer in the shadows behind the stack of tires, or behind the car near the wall. Lazy nearby shadow will sag. Beat on a wall or the tires to attract a nearby hunter, then continue to make noise until the hunter approaches. Take your lure item and throw it away, then creep up behind the hunter and execute him.

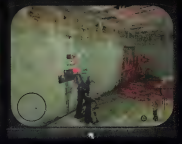
Approach the area behind the next wall of scrap and lure another hunter back to the last kill zone. Take him out in a similar fashion. There are three hunters in this area. Use the same tactics to eliminate all three. Avoid using the Nail Gun to help improve your final score.

VHS THE GATE SWITCH

1 6
2 7
3 8
4 9
5 0

Pass through the open gate or the gap between the junkyard wall and the scrap. The next SKINZ hunter stands guard near a doorway and some burning trashcans. He will not leave his post for distant noises. Get as close to him as you can, while staying in the shadows near the corner. Throw the Head, a Bottle, or even the **Brick** located in this corner. This causes him to walk away from the door and turn his back to you.

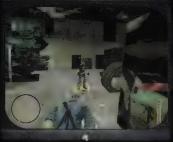
Creep up behind him as soon as he moves, then execute him. Enter the building the hunter was guarding and pull the switch to open the electronically locked gate.



VHS RETURN TO THE GATE AND EXIT

1 6
2 7
3 8
4 9
5 0

Head left out of the building to find a bottle of **Painkillers** near a small gate. You will see the hunters that have arrived near the gate you just unlocked. You can use the nearby tunnel as a shadowy hiding place (or any other shadow around the building) to lure the hunters. If necessary, move from one shadow to another using noises and lures to separate the two hunters and perform executions on each one. If you don't care about bonus points at this time, then just shoot them in the head with the Nail Gun.



The final hunter is armed with a Nail Gun and stands guard in front of the electric gate. Get into a shadow near the gate and lure him toward you. If nothing seems to work, let him see you briefly, then quickly dash back into a shadow. Use a lure item to make him turn the other way, then take him down. Reload your Nail Gun if you can't pick up his ammo. Pass through the gate to finish the scene.

MOVIE REVIEWS 90

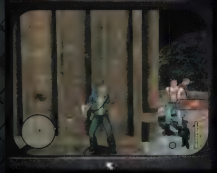
DESCRIPTION:

Fuelled By Hate

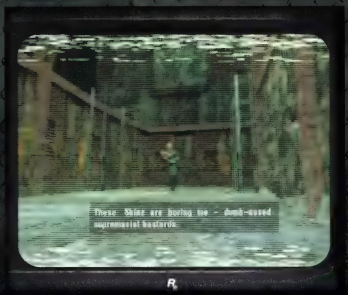
James Earl Cash continues his junkyard obsessore with the weapons and lure items that he had possession in last scene. The objective is to clear the area of hunters and open the next gate.

BETA NTSC PAL SECAM

VHS CLEAR THE AREA OF HUNTERS TO OPEN THE GATE



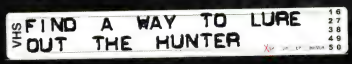
Follow the short pathway into the clearing. The large yard is home to three SKINZ hunters and a graveyard of rusting storage containers. Take the **Bottle** on the ground just as you enter the yard, then scope the immediate area to find shadowy kill zones. A good place to get started is inside the storage containers. You can privately execute inside these bins.



Use your Bat to pound on the metal walls until the hunters are alerted. When the first one arrives, lure him as you've done before, then pounce on him. If another hunter sees you, don't fret. There are plenty of blind corners to run around to escape back into the shadows. The rusty containers make it difficult to see too far inside the yard.

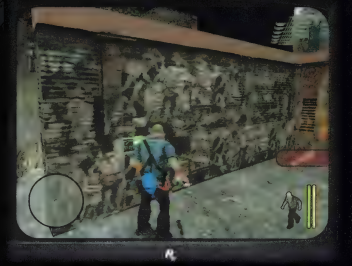
Continue to divide and conquer until all three are dead and the gate opens. There are a few items in this area you may want to collect before proceeding through the unlocked gate.

ITEM	LOCATION
Painkillers	In the small alley along the right side of the yard.
Bottle	In the trailer closest to the small alley.
Painkillers	In the small nook in the scrap hill to the left of the gate.



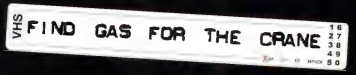
When you enter the next yard, look for the bottle of **Painkillers** behind the parked truck on the right. Further to the right, you will find the next exit—marked by burning trashcans. The gate is currently locked. There's a fence with a hole in it to the right of the exit. Just beyond the fence is an arrow on a piece of plywood pointing to a gap between two walls. Pass through this gap.

A cinematic shows a hunter in a guard booth watching television. Starkweather suggests you turn the TV off using the switch on the wall to your left. Face the switch (the green light) and smash the fuse box with your Bat to short-circuit the power in the guard booth.



Quickly dash into the shadow behind the stack of scrap to the left (your right while facing the fuse box). The hunter then arrives and tries to fix the fuse box. Sneak out of the shadows and put a bat on his noggin. He spends so much time facing the fuse box that you can easily pull off a Gruesome execution.

Head up the stairs and pass through the gate. There's nothing of interest in the guard booth, so continue down the raised pathway that leads to the crane.



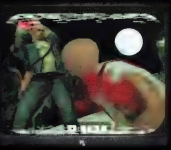
You must find gas for the crane to remove the refrigerator from the gap in the wall. Moving the fridge allows you to access the next yard.

The next Save Point is on the path behind the crane. The fuel for the crane is located in the back of the junkyard in a hangar (green dot on the radar). However, there are hunters to deal with before you get stopping off to fill it up.

If you want a box of nails, head down the path, past the crane, and take the first left. Follow the path through a gate and along a narrow path between scrap piles. Turn left to follow another path and pick up the **Box of Nails** on top of the trailer. You must walk around the trailer and access a small ramp to get on top.

On your way back up the path, you can use the shadows from the scrap piles to lure the nearby hunters into a shadowy kill zone.

There's a bottle of **Painkillers** on a path just beyond the Box of Nails. You can use the shadowy nook near the Painkillers to lure another hunter to his death.



Explore the middle area of the junkyard to find the empty fuselage of a wrecked aircraft. Just before you arrive there, you'll see a tunnel created in a heap of scrap. Look beside the tunnel (to the left when heading away from the crane) to see the gap between this tunnel and a stack of scrap blocks. There's a **Brick** in this gap. Inspect the small open area to the right of tunnel to get a bottle of **Painkillers** inside a large open tanker.

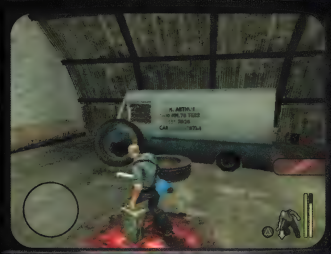
AREA MAP

Beyond the aircraft fuselage is a similar tunnel with another **Bottle** inside. These tunnels are ideal shadowy kill zones.

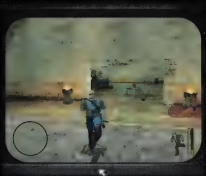
VHS THE GAS CAN

Another **Bottle** can be found behind the hangar. There's also a bottle of **Painkillers** on the small path behind the nearby storage container. The next Save Point is located at the front of the hangar.

AREA MAP



A single hunter patrols the area to the right of the hangar. Head to the right side of this structure and hide in the scrap block shadows. Use one of the many lures from the yard to make the hunter turn his back to you, then release him from his soul cage. You can access the hangar only through the gap in the storage containers at this time. Once you reach the gas, the main gate in front of the hangar will open.



The gas can is in the middle of the floor inside the hangar. There's also a bottle of **Painkillers** along the right wall, behind the box-truck. Pick up the gas can (Triangle Button) and pass through entrance. A brief cinematic reveals more hunters entering the yard. Three of them patrol the central area near the aircraft, and the fourth stays back near the crane.

VHS **BACK TO THE CRANE**

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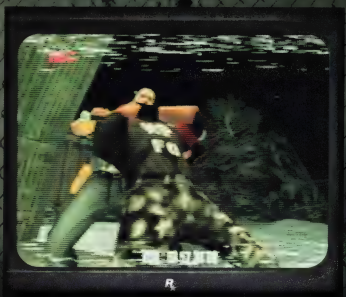


It's best to set the gas can down at the entrance of the hangar, then go slaughter the new arrivals before attempting to carry the fuel container to the crane. The can just slows you down and you cannot fight with it in your hand.

Attract the hunters by bashing the walls or blocks with the Metal Bat. Lure your foes toward you, then separate them with lure items. There are plenty of places to run and hide if you want to just get the show on the road by exposing yourself to get them riled up.

Defeat the three hunters that patrol the middle area of the junkyard, then head toward the crane to defeat the fourth. Draw him into the nearby shadows and do him in.

Return to the hangar to retrieve the gas, then take it to the top of the crane stairs and press the Triangle Button to fill the tank.

Move the crane arm toward a hunter and drop the fridge on him. Instead of trying to drop the fridge directly on top of the hunter again, maneuver the crane and activate the magnet to drag the grounded fridge into your victim. This is a much quicker way to deal with the situation. The farther the magnet is from the fridge, the harder the appliance will slam into the hunter (within reason, given the strength of the magnet).

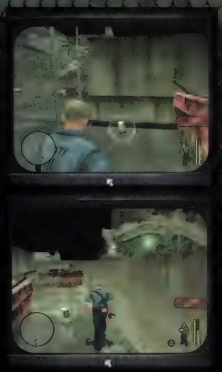
A bottle of **Painkillers** has appeared at the steps of the crane. Once you fill the crane with fuel, jump off the steps and face the crane. Press the Triangle Button to enter it. Use the Left Analog Stick to control the arm, and activate the magnet by pressing the X Button.

Move the magnet over the fridge that's blocking the gap in the concrete wall, then press the X Button to lift it. As soon as you move the fridge, two hunters arrive and flank the crane. They open fire on you with their Nail Guns. Although you will take damage, you do not suffer as much as you would if you were outside the crane.

Concentrate on flattening one hunter at a time. When you defeat the first two, another pair arrives. Once all four hunters have been crushed, exit the crane by pressing the Triangle Button and pick up the dropped **Nail Gun** rounds.

VHS FIND THE CRUSHER MACHINE

Head back to the previous area and enter the hollow, roofless structure. As soon as you set foot inside, a couple hunters run up a flight of stairs near the back wall. Perform a 180-degree turn, and run back around the structure toward the crane. Hide in the nearest shadow and draw the hunters toward you. Divide and conquer. Once you've defeated them, head down the same stairs and find the Save Point inside the tunnel below the junkyard.



Enter the gap in the wall that the fridge was blocking, then find the **Painkillers** behind the dumpster along the left side of the next structure. Make your way around the right side to find another bottle of **Painkillers**, then continue to the small yard with the burning trashcan. There's a **Box of Nails** here.

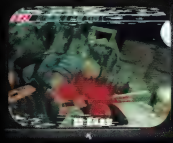
VHS TRACK DOWN THE FIVE HUNTERS TO OPEN THE GATE

VHS THE CRUSHER

As you exit the tunnel, you see a gang of hunters beyond a fence in the next yard. Look behind the stack of scrap to the right (at the end of the yard blocks) for a **Box of Nails**. There's a tractor-trailer on the left side of the yard that holds another bottle of **Painkillers**.

Take the stairs near the tractor up to the first landing. A hunter appears on the radar—you can even see him in person by climbing up a few more stairs while looking toward the top of the platform. This hunter patrols a small area of the upper platform. Follow him as he walks away from the top of the stairs and heads back into the small control room. Execute him with the Metal Bat.

Carefully head down the conveyor slope and duck into the shadows behind the crusher machine. There are four hunters patrolling this area. You could simply shoot them all in their heads with the Nail Gun, but where's the sport in that?! If you're accruing Style Points, use the shadows to isolate and eradicate them one at a time.



If you need a lure item or some healing, here's where you can find them in this area:

ITEM	LOCATION
Bottle	Near the scrap at the bottom of the conveyor slope.
Painkillers	Inside the crusher machine (use the long ramp to access the small nook where this bottle is tucked away).
Painkillers	Under the crusher slope.
Painkillers	Near the edge of the yard between the concrete wall and the wall of scrap blocks.

Once you've eliminated the five hunters in the crusher machine area (counting the one on the pedestal above), the gate to the next area opens.

VHS USE THE CRANE TO UNBLOCK THE PATH

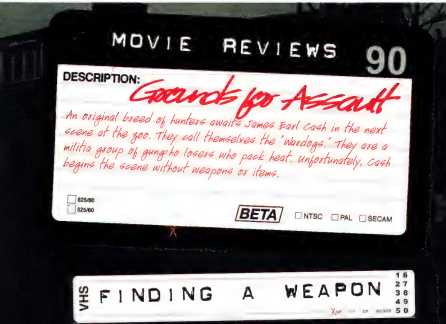
Another crane, similar to the last one, is parked in the next yard. If you need **Painkillers**, grab the bottle next to the crane. A fridge blocks the gate to a set of stairs leading to the exit. When you enter the crane to remove the fridge, two hunters with Nail Guns run down the stairs and surround you. Defeat them, and three more enter the yard and begin shooting nails at you. This is a lot hunters, who deal a lot of hurt with their weapons. Not only should you exit the crane to stealthily execute all these hunters for Style Points, but you should also use execution style killings to avoid becoming an easy target while inside the crane. Run back into the previous yard, use the shadows to hide, then divide and conquer.

VHS FIND THE DOUBLE DOORS TO EXIT

Once you've defeated all five hunters, enter the opening in the gate and climb the stairs. Enter the guard booth that you lured the TV-watching Hood from at the beginning of the mission. Exit the next door and turn left on the lower pathway to retrace your steps back past the gap in the wall where you smashed the fuse box to the TV.

A hunter armed with a Nail Gun is in front of the gate near the flaming trashcans. He faces you, and there's no way to lure him away from his post. Charge toward him and put some nails in his head, then dash through the open gates.

The ending cinematic shows the Cerberus subduing Cash and throwing him in the back of their military truck.


MOVIE REVIEWS 90
DESCRIPTION:
Grounds for Assault
An original breed of hunters awaits James Earl Cash in the next scene of the game. They call themselves the "Wardogs". They are a militia group of gung-ho losers who pack heat. Unfortunately, Cash begins the scene without weapons or items.
625/60
525/60
BETA
NTSC
PAL
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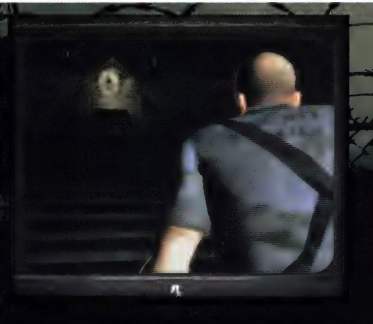

Assuming you may need some healing later, note the bottle of **Painkillers** directly behind you. Head up the stairs and enter the ticket building. Inside is a "Staff Only" room to the right. Do not go in, though—there are one or two Wardogs armed with Machetes inside. Instead, enter the ticket room to the left. In the back, you'll find a **Wire**.

Hide in one of the corner shadows and lure a hunter from the staff room into the ticket room. When he's near your kill zone, execute him as he turns his back to you. Perform the Gruesome variety to remove his head! The **Head** is an excellent lure item! Take the Machete from the headless Wardog and lure his colleague from the building into your kill zone. When using the Machete, all levels of executions will result in beheadings. You can now relocate to the shadows in the staff room for your kills.

VHS GET PAST THE ROPE-TIED DOOR

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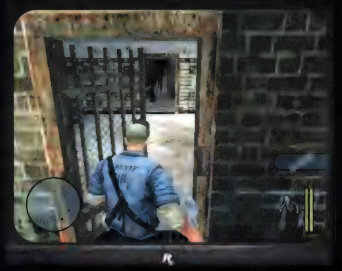
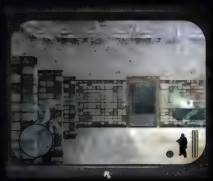
3 8
4 8
5 0

Once both Wardogs have bought the farm and you have the Machete, you can cut the ropes from the gate behind the ticket building. Take the **Wire** that's inside the staff room before you leave. You can also find a bottle of **Painkillers** in a back room, near the rear exit. Cut through the ropes on the metal gate and enter the bathroom.



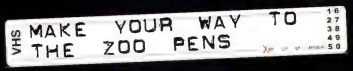
Hide in the shadows of the bathroom stalls and clank the tile walls with your Machete. The Wardog in the next room will investigate the sound.



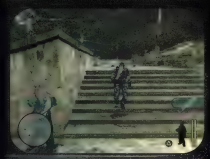
Throw the Head to the opposite side of the bathroom, then attack the camouflaged hunter from behind and slice his head off.

Leave the bathroom and check out the padlocked door on the left before the hallway exit. You need a Crowbar to remove this padlock, so remember this room once you find that tool later in the mission. You'll definitely want to gain access because there's a **Sawed-Off Shotgun** inside!

Leave the hallway, pass through the next tiled room, and exit the metal gate to go outside.



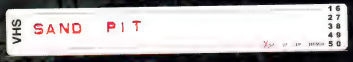
To the left and before the stairs, you'll notice a small shadowy corner between a stone wall and a fence. This is a great home for your next kill zone. While in the shadow, hit the wall with the Machete to draw the nearest hunter. Once he walks down the steps, throw the Head past him, and then cut off his own melon while he inspects the one on the floor.



Return to the same shadow and attract the second hunter, then perform the same kill tactic. Once both hunters are dead, follow the path to the next set of stairs (there's a **Bottle** in a shadow on this upper walkway between the staircases). Descend the stairs and look left to find a bottle of **Painkillers** near a small fence. Follow the path to the right and stop at the intersection near the Save Point.

Turn right at the intersection and hug the right half-wall. Continue walking until you are in a shadow behind a leaning section of a wooden gate—another great kill zone. Bang on the wood with the Machete to attract the nearest Wardog, then chop his head off as he turns away to return to his post, or use a lure item to make him walk past you. Go back to the same shadow and smack the wall with your blade again to draw out another nearby Wardog. Behead him as he turns his back to you. You're becoming quite the headhunter.

Return to the previous Save Point intersection and bang on the stone wall to attract the hunter patrolling the area beyond the large elephant statue. Then run back to the previous kill zone and dispatch the curious Wardog as soon as his back is to you.



Enter the sandy white pit near the elephant statue, then run into the cave and hide in the shadows. Bang on the back wall with the Machete to attract a Wardog from above. The white gravel is too noisy for stealth, so run out of the pit to a previous kill zone. Make a racket by banging objects along the way to lead the hunter in your direction.

There's a bottle of **Painkillers** in the animal cage at the end of the right path (from the Save Point intersection).

VHS GORILLA STATUE

1 6
2 7
3 8
4 9
5 0

AREA MAP

Follow the walkway around to the back of the large sand pit with a gorilla statue. There's a **Bottle** on the island beside the simian stonework. Remain in the shadow with the Bottle and make some noise to attract a nearby hunter. Toss a lure item toward the nearby wall, then execute him when he takes the bait. Make some more noise in the same island shadow to ensure you've eliminated all the enemies in this area.

If you follow the path toward the large elephant statue, you can collect a bottle of **Painkillers** from the raised pathway.

VHS BEAR'S DEN: CROWBAR LOCATION

1 6
2 7
3 8
4 9
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Enter the bear's den behind the gorilla statue. As you round the pathway in the habitat, you'll see a Wardog inside the cave. Allow him to see you, then take off running. Sprint back into a shadow (the gorilla island or the elephant statue are good choices), then execute the hunter when he returns to the cave, or as soon as his back is turned.

Once all of the hunters are dead, return to the cave and swap your Machete for the **Crowbar**. Remember that padlocked door we mentioned earlier? Head back there with your newly acquired tool and bust it open to recover the **Sawed Off Shotgun** inside.

Find the padlocked gate by following the blue dot on the radar, then open it with the Crowbar. The next Save Point is just beyond this gate.

KEEP THE CROWBAR!

Don't trade the Crowbar for the Machete after opening the gate; you'll need it again in the next section of the game. You can still perform executions using the Crowbar, and nasty ones at that! If you do trade it in, you can always return to the cave later to swap it back again.

VHS FIND A WAY INTO THE RESTAURANT

16
27
38
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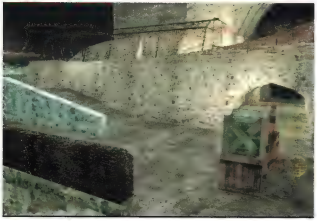
AREA MAP

AREA MAP



The next area is a vast section of zoo filled with tunnels, multi-level platforms, an abandoned bungalow, a restaurant, and plenty of hunters. One foe is posted on a platform near the restaurant, and is armed with a Tranquilizer Rifle. The shot is not deadly, but it will cause you to briefly lose your wits. We'll discuss that situation later…

For now, concern yourself with the hunter on the right of the entrance gate. Lure him into the building on the left side where you'll find a **Brick**, and a glass door that can be shattered to create two **Glass Shards**. There's also a bottle of **Painkillers** in the backyard. Use the shadows inside the building for an efficient kill zone that can be used to lure all three hunters patrolling this side of the zoo.

Enter the tunnels at either end of the area if you cannot lure more hunters into the house. Hide in the shadows created by the columns, and hit the walls to lure the nearby hunters. There's a bottle of **Painkillers** inside the rightmost tunnel (where you entered the Save Point). After killing three patrolling hunters, it's time to confront the one with the Tranquilizer Rifle. This guy does not stray far from his high post.

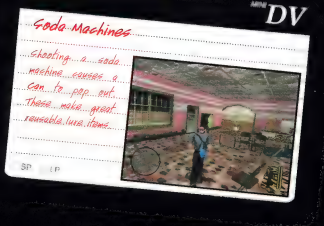
Climb either set of stairs through the tunnel of your choice to access the upper restaurant area. The tunnel at the far end of the plateau (on the opposite side from the restaurant) contains a bottle of **Painkillers**. In front of the tunnel (heading back toward the restaurant), you'll find the entrance to the narrow platform where the last hunter is perched. As long as he's idle, you can walk along the platform unnoticed and attack the armed Wardog from behind. However, if he's facing you as you get close to him, remember that he can be lured from his post. Although he won't leave it for long, the trick here is to execute him as he makes his way back.

VHS TRANQUILIZER VS. SHOTGUN

If you have the Shotgun, you must decide if you'd rather swap it for the Tranquilizer Rifle. Consider the amount of ammo each weapon can hold and allow that to sway your decision. Neither weapon aids in your quest for executions. To kill a hunter using the Tranquilizer Rifle, you must first shoot him to put him down temporarily. If you miss the head shot, it will take two darts to do this. Once on the ground, you must kick or hit the sedated body to death before it gets up. The gun you chose will be with you when you begin the next mission. We recommend the Tranquilizer Rifle since it has more rounds, but regardless of your final choice, hang onto the Shotgun at least until you've completed the next task.

VHS FIND THE EXIT THROUGH THE RESTAURANT'S BACKDOOR

Use the Crowbar on the padlocked door to the restaurant stand. Then exit the stand through the door near the soda machine.



A left turn from the door leads to a bottle of **Painkillers** and a dead-end. Take a right and follow the path around to the back of the building. A sign at the bottom of the stairs directs you toward the roof.

You can also just blow them away with your Shotgun without compromising your Style Points.

Return to the steps behind the building, then head up the double set of stairs past the "Way Out" sign. If you take the path to the right, you'll find a bottle of **Painkillers** in the restaurant's backroom. The left path leads to a padlocked gate. Use the Crowbar to pry it open, then pass through to complete the mission.

Two hunters run from around the corner to the right and give chase. Sprint back through the restaurant and find a shadow where you can hide. Lure them toward this spot, then divide and conquer.

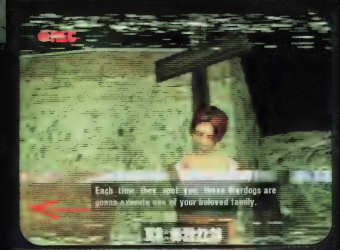
MOVIE REVIEWS 90

DESCRIPTION: Kidnapped For Cash

Clerkweather has four of Cash's family members tied up in different locations around the zoo. He must free at least one of them before progressing to the next scene. This is no easy task. The hostage will be killed if the captor Wardog spots him. Not to worry, though—we'll show you how to save all four...

$25/60
$25/60

BETA NTSC PAL SECAM



VHS HOSTAGE #1

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3 8
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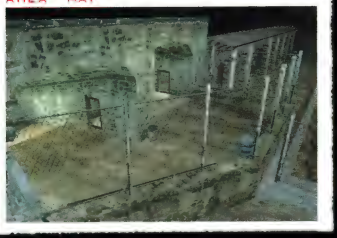
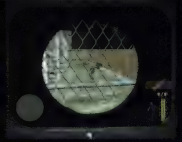
5 0

AREA MAP

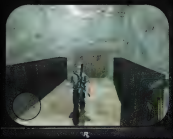


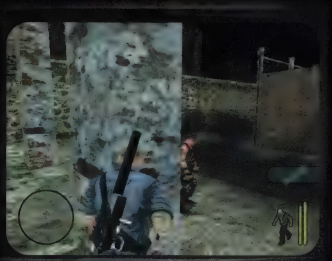
From the starting position, enter the doorway and proceed toward the fence at the end of the cage. You can see the first hunter ahead. If you have the Tranquilizer Rifle, take him down through the fence. Aim the scope at his head, then run through the next building and beat him while he lies unconscious.



Once outside, quietly make your way through the gate and approach the next building. The hunter who holds the first hostage's life in his hands exits the building. If you have the Shotgun or Tranquilizer, this is a good time to use it. No matter which one you have, plug him with a head shot as soon as he walks through the doorway. If you're worried about Style Points, hide behind the columns near the doorway and get behind the Wardog as he exits the building. This guy carries a **Revolver Six Shooter**.

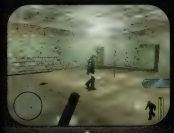
If you don't have the Tranquilizer Rifle, enter the next building and hide in the shadows. Pound on the wall to lure the hunter inside, then whack him with the Crowbar. Follow the hallway to the exit. You'll find a **Wire** on the floor near the lockers along the way.





The first hostage is tied to a pole inside the building. If you're still carrying the Crowbar and lack a sharp item, then look in the shadowy nook and trade the Wire for the **Glass Shard** you'll find there. Stand behind the pole and cut the ropes with this item to free your first family member. If you need health, collect the bottle of **Painkillers** in the corner.

You can always lure them into the first prisoner house, which makes a great kill zone (nice and private).

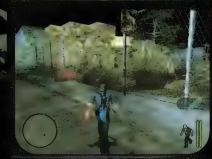


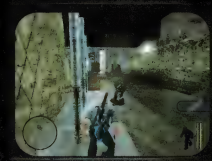
There's a **Brick** and a bottle of **Painkillers** inside the gorilla habitat if you're interested. Head though the cage and exit the gate in the back.

VHS HOSTAGE #2

1 6
2 7
3 8
4 9
5 0

Exit the building and head toward the primate cage. Instead of entering it, run into the shadows at the end of the path and bang on the fence to lure the closest hunter. There are four of them in the gorilla habitat. Continue making noise outside of the cage to lure them out, then kill them one at a time. Three of them wield Machetes and the remaining one totes a Tranquilizer Rifle.





VHS STORK EXHIBIT

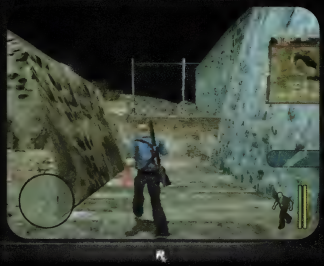
1 6
2 7
3 8
4 9
5 0

AREA MAP

AREA MAP

The next area features a large island. The path around the right side of the island leads to another bound hostage. The left path takes you to a ledge that overlooks the lower-right path. Follow it further and you can find a small square with a bottle of **Painkillers**.

The stairs from this spot lead to the backside of the hostage area.



Take the lower-right path and find a shadowy corner before the stork cage. Make noise to draw out the Wardog supervising the second hostage. You can tranquilize him, but that may hurt your score. Instead, draw him into your kill zone, use a lure item to make him turn away, and then execute him. He carries a **Revolver**, but you would have to swap out your (silent) Machete for it. No way.

Head to the bottom of the pathway and cut the ropes that bind the young lady to the pole.

Apparently, Cash is not too fond of this family member as he commands the 'idiot' to run away.

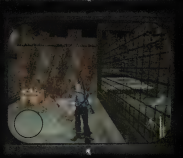
The ground is covered with gravel, so sneaking up behind him is pretty much out of the question. You must lure him through the tunnel and into a shadow somewhere. The stairs to the small square with the **Painkillers** is a good location.

VHS

HOSTAGE #3

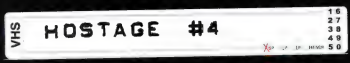
1 6
2 7
3 8
4 9
5 0

From the second hostage's location, follow the arrow on the plywood into a small, shadowy tunnel. Another unaware hunter is positioned just outside this tunnel (if you did not kill him previously).



After wasting that Wardog, head back under the tunnel, then follow the path to an unlocked gate. Push through and find the Save Location in the doorway to the nearby building. Before entering, grab the **Tranquilizer Rifle** behind the building.

Once inside, you can see the third hostage in the next room through a gap between two pieces of plywood. Use the Tranquilizer Rifle to shoot the guard in there before he spots you. If you alert him, he'll run around to your hallway. If this happens, you have a narrow window of time to tranquilize him before he runs back and kills the hostage. Hack up the downed Wardog, then free the hostage. This captor carries a **Revolver**, but again, you would have to swap out your (stealthy) Machete for it. Still a bad idea.



Smash the glass pane near the pole where the hostage was bound, then exit the building. After a short walk down the next pathway, a cinematic reveals the final hostage. Starkweather shows you a picture of the next gate, which is unlocked once you rescue one family member.

Press and hold the Inventory/Pause button to swap this item for the Glass Shard
Guess what you have to do to open the shark's mouth? Go rescue your family!

VHS GORILLA CAGE

1 6
2 7
3 8
4 9
5 0

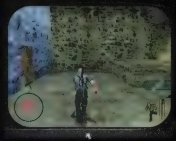
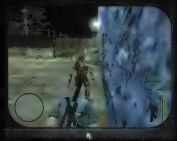
AREA MAP

AREA MAP

Continue to the next cage and find the entrance near the square (there's a bottle of **Painkillers** nearby). Head through the gorilla cage and claim another dose of **Painkillers** from behind the well-lit half wall. Exit the gorilla cage and sneak into the shadows near the crate in the middle of the path. Smack the wall with your Machete to lure the three Wardogs from around the island further down the branching pathway. Attack the last guard to leave, then repeat this tactic to draw the remaining guards into your kill zone.

VHS BLUE BUILDING

Head down the path these Wardogs were patrolling until you reach the blue building. Find the shadowy corner formed by this structure and the high brick wall. Bang on the nearby door to draw the Wardog out of the building, then hide in the shadows and attack him as he makes his way back inside.

Head through the building and continue to the small cage outside. Cut the bonds from the hostage to set her free. Save all the hostages and Starkweather will say, "You rescued them all! I knew I'd bring the hero out in you!" If you save less than that, he will offer, "Three out of four ain't bad" (depending on how many you saved).

VHS GO TO THE SHARK'S MOUTH

Leave the blue building and follow the path past the gorilla cage. When you approach the giraffe statues, you'll see a Wardog patrolling the next pathway. Lure him into your kill zone by the long-necked statuary and waste him. Collect the nearby **Painkillers** on the center path.

VHS GIRAFFE STATUES

16
27
38
49
50

Head past the center path to find a small tunnel near a plywood wall. Enter it and you'll see the shark's mouth in the distance. A single Wardog stands guard over the door. He's packing a **Tranquilizer Rifle**. Show him he's not the only one in town with this weapon by popping him in the head with a dart of your own, then charge over there and hack him up or shoot him with a Revolver. Enter the shark's mouth to obtain the next Save Point.

There's a wooden ramp in the room beyond the shark's mouth that allows you to pass over a short wall. The following large room reveals two Wardogs patrolling along the distant walls. Use the Tranquilizer Rifle to put them down. If you want to improve your score, sneak into the shadows and execute them.

Follow the walkway around to the small office (the hallway just before this room contains a bottle of **Painkillers**).

Flick the green switch behind the desk inside the office to open the fire exit on opposite side of the large room.

Two Wardogs enter the main room through the fire exit. Remain in the office and hide in the shadows. Tranquilize your assailants from a distance or draw them in and execute them. As you pass through the exit, the Cerberus captures Cash, then throws him into the truck to be taken to the next location.

MOVIE REVIEWS 90

DESCRIPTION: View of Innocence

The 'INNOCENTZ' gather troops and head to the next shoot location, the abandoned Career Mall. Starkweather has arranged a special screening for Cash. He's hidden the tape and a video camera in the mall. Cash must find these tapes, then take them to a TV and view the material.

625/50
525/50

BETA NTSC PAL SECAM

Gun Bottle Mission

This mission offers only one melee weapon (the Glass Shard) to pull off a single execution. This is a gun fighting mission so your Style Points will not surface by shooting the enemies.

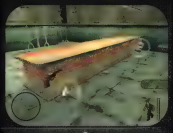
SP LP

DV

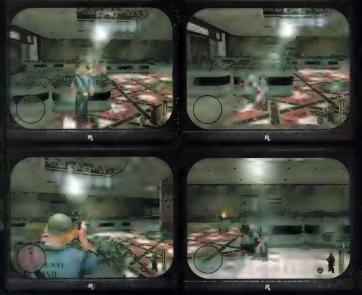
VHS GET YOUR HANDS ON A GUN

1 6
2 7
3 8
4 9
5 0

Pick up the **Brick** from the floor and throw it or punch through the glass door to the right with it in your hand. This creates a **Glass Shard**, making one execution possible. Retrieve the Brick (if you threw it), then pick up the **Revolver Six Shooter**. Notice the bottle of **Painkillers** in the front of the store; return to this bottle later if necessary.



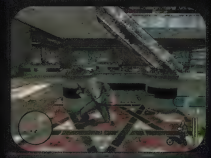
Exit the store and follow the pathway around a corner to a couple of short planters. Get very close to one of them, then press the Triangle Button to duck down. Press the L1 Button to stand up and target the two INNOCENTZ behind the next two planters. Use the X Button to fire. When you release the L1 Button, Cash will take cover behind the planter again. The trick is to pop up and fire the moment after the enemy has fired, or quickly fire and duck for cover when they cease to fire. At this distance, head shots are not possible. It take about five bullets apiece to take both hunters down (unless you bravely dodge the bullets and move in closer).



As you get closer, another hunter bursts into the room through the Emergency Exit behind the most distant planter. Duck behind the planters where the last two guards were firing from, then use the same tactic to put the third foe down. Take the ammo pick-ups and find the **Painkillers** through the Emergency Exit doors.

VHS SECOND SHOOTOUT

1 0
2 7
3 8
4 9
5 0



Two more SKINZ appear around the escalators as you finish mopping up the third INNOCENT. Run and duck beside the planters, or use the bench and planter under the escalator for cover.

Beyond these two hunters, there's another INNOCENT behind the wooden partitions near the escalator. Run away until he becomes idle (when he faces away from the entrance of the partitions), then creep up behind him and pop him in the head, or use the Glass Shard to perform an execution.

The alternative is to rush this area, duck behind the bench at the bottom of the escalator, and then lure him toward you for a close-range shot. Find the **Painkillers** in the back of the partitioned area, then pick up the thug's **Revolver** and return to the escalator.

VHS ESCALATOR SHOOTOUT

1 0
2 7
3 8
4 9
5 0

Run up the escalator and prepare to shoot an INNOCENT as he greets you on the second floor. Get the first shot in and make it count! Run back down the escalator before the Spanish-speaking INNOCENT comes to his fallen buddy's aid. Hide behind the planter near the bottom of the moving steps, then pop up to shoot the thug at the top. If you can't get a shot, run back up the stairs and quickly shoot him in the head. Take the **Revolvers** and reload.

VHS SECOND FLOOR

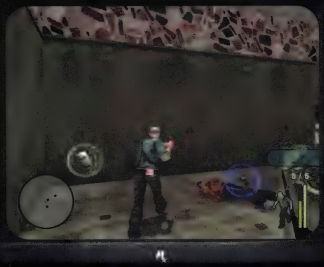
VHS SAVE POINT

Follow the walkway around to the Save Point, located directly in front of the "Toy Corner." This store holds the Video Camera, but you cannot enter it yet. Continue along the walkway. As you turn to the right (near the barbershop), duck behind the planter in front of the next escalator.

VHS FOURTH SHOOTOUT

Three INNOCENTZ run into the area and hide behind planters for cover. Pop up and fire off rounds after each enemy gun blast. Don't worry about picking a target, just shoot any INNOCENT that sticks his head up.

If you run out of ammo (if you don't miss, you won't) you'll have to rush a fallen foe, take his **Revolver**, and then run for cover again to finish off the remaining enemies. There's a bottle of **Painkillers** in the corner beside the soda machine if you need it during this battle.

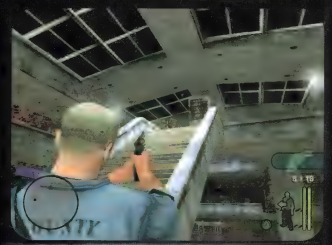


VHS FIFTH SHOOTOUT

Run past the barricaded escalators to a planter in front of the red bar (Pirso's). Later in the mission you will be able to watch the video in this area, but the bar is locked now. Stay behind the planter as an INNOCENT approaches your position. You can make noise while in hiding to draw him in close. Pop up and shoot him in the head when he's near, then take his **Revolver** and continue down the walkway.

VHS STAIRWAY SHOOTOUT

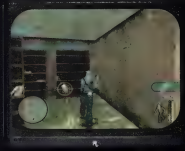
There's a wide stairway around the next bend that leads up to the third floor. Duck behind the wall near the steps and take aim at the INNOCENT at the top. Duck and shoot until you've defeated him, then charge upstairs.

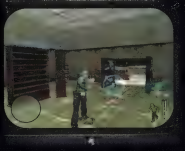


VHS THIRD FLOOR

VHS SEVENTH SHOOTOUT

Take the fallen INNOCENT's **Revolver** and reload. Leave the escalator area and enter the open area in front of Rollio Records. Duck behind the large black trashcan and start unloading on the two INNOCENTZ that rushed out of the store. Use the same duck and cover shooting tactics employed previously, then take their **Revolvers** and enter the record store.





VHS ROLLIO RECORDS

Rollio has more than just records. In addition to a **Brick** and a bottle of **Painkillers**, there's a **Video Tape** behind the counter! The first objective is now complete. A cinematic shows two INNOCENTZ; one enters the Toy Corner where the camera is located, and the other goes into the red bar with the TV. As you come out from behind the counter, you'll see a Save Point has appeared inside the record store—use it, then leave the Rollio Records.

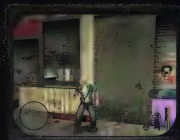
VHS JACOB BENSON'S FAMILY CENTER

Before heading downstairs, go to the opposite side of the third floor to Jacob Benson's. As you approach this pharmacy, an INNOCENT runs out the front door. Duck behind the bench and planter, then pop up for the headshot as he nears. Take his **Revolver**, enter the store, and find the **Painkillers** behind the counter. Head to the backdoor and shoot the lock, then open the door to find the **Sawed Off Shotgun**. Exit the store and return to the third floor escalator/staircase platform.

VHS ESCALATOR SHOOTOUT

On your way back to the escalators, you'll spot a single INNOCENT hanging around the record store. Sneak up and take care of him with a bullet to the head.

Before you head back to the second floor, stand beside the barricades that block the escalators. Look down to the second floor and you should be able to see one or two INNOCENTZ. Blow them away before venturing down there. If you do not obtain a lock-on, the bullets will not harm the enemy. If you don't nail the second hunter, he will make his way up the stairs. If this happens, turn around and put some holes in him.



Quickly head back behind the counter and prepare for a gunfight with two INNOCENTZ who appear just outside the store. Pop up from behind the counter to fire at them. If you run to the windowsills, you can get head shots and save ammo. Once you've wasted these two, leave the store, take their **Revolvers**, and proceed to the left. As you approach the end of the walkway, an INNOCENT fires at you from atop an elevator just below the second floor. Use the short wall for cover and take him out.

VHS SECOND FLOOR

VHS FIND THE VIDEO CAMERA

Ignore the gunman inside the second floor bar by just running quickly by it; he will not leave his post to pursue you. Continue past the record store and the barbershop, then stop in front of Toy Corner. Walk up to the open window and strafe against the wall. Whip out in front of the window and shoot the thug inside the store. Once he's dead, step inside and take his **Revolver**, then find the **Painkillers**, the **Save Point,** and the **Video Camera** in the doorway along the back wall.

VHS WATCH THE VIDEO ON THE BAR TV

VHS THE BAR

Go to the bar and duck behind the planters out front. When an INNOCENT emerges, splatter him with the Shotgun. His partner standing near the window will not exit the bar. If you can't hit him from behind the planter, then rush in with the Shotgun and blow him away from close range.

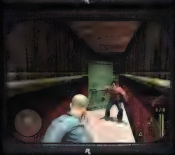
VHS TURN ON THE POWER IN THE BASEMENT

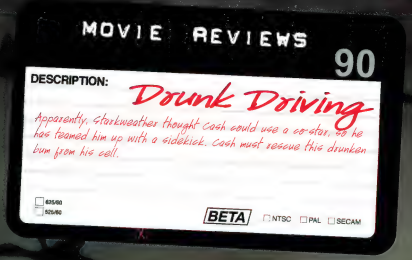
The TV has no power, so go to the back of the bar and head down into the basement. Pull the switch at the bottom of the stairs to restore the juice.

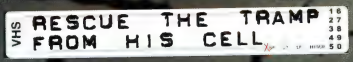
VHS WATCH THE VIDEO

Take the **Painkillers** if you need some health, then cautiously head back up the stairs. As you approach the green door in the hallway, an INNOCENT jumps out in front of you. Blast him with the Shotgun. There is nothing of any interest in the bathroom except for the poor butchered soul on the throne.

Step up to the TV in the main room and press the Triangle Button. The mission ends as the video shows one of Cash's family members being executed.




MOVIE REVIEWS
90
DESCRIPTION:
Drunk Driving
Apparently, Starkweather thought Cash could use a co-star, so he has teamed him up with a sidekick. Cash must rescue this drunken bum from his cell.
BETA
NTSC
PAL
SECAM



You begin the mission with only a Knife in your inventory. Follow the path straight ahead and find the **Brick** on the ground behind the second building (the left path leads to a **Painkiller** bottle inside a cardboard box). Just beyond the Brick is a wide nook in a brick wall. This makes a great kill zone. Head up the stairs to the left and knock on the wall, the retreat to the aforementioned shadow and bang on the brick wall to draw the hunter toward you.

Throw the Brick down the alley to make your assailant turn around, then execute him. You'll then hear a buzzing sound—the tramp's cell door has been unlocked. Pick up the dropped **Sickle**, then run to the other side of the building and push through the unlocked door. Your new sidekick is inside.

VHS TRAMP BASICS

All locked gates from here to the end of the mission will be unlocked only if the bum is with you. Press the Triangle Button while facing this pathetic figure to make him follow you. Making him wait is performed the same way. Hunters will attack if they see the tramp, so always hide him in the shadows. He will usually seek out a nearby shadow (within reason) when you make him wait. On the other hand, he's been drinking and will sometimes require a little encouragement. Make a habit of standing in the shadow and then commanding the tramp to stay. His health bar and the triangle blip that represents him on the map will turn blue when he is safely hidden.

You can stand at the corner of the white building and hit the wall with your Knife, or you can smash the sheet of glass leaning against the building just around the corner. Retreat to the shadow, stand in front of the tramp, and wait for the INNOCENT to investigate the noise. Use the Brick to lure the hunter away from you. When he turns his back to you, execute him with the Knife or the Sickle.

Have the tramp follow you through the alley around the white building and to the first locked gate. Once both of you are standing in front of the gate, Starkweather will allow you to pass through. You reach a Save Point when you do this.

VHS TAKE THE TRAMP TO THE GRAVEYARD

Have the tramp follow you out of the cell, then turn right down the alley. Stop when you reach the white building where you must veer left if you wish to continue through the alley. Look to the right. There's a large shadow near a fence and a dumpster. Make the bum wait in this shadow while you attract the next hunter.

At the Save Point location, command the bum to wait in the shadows near the gate you just passed through. There are three INNOCENTZ on the right side of the next street. They like to stick together, so splitting them up is your key to survival. Tap on the wall with your Sickle while standing near the stairs in front of the gate, or just run out into the open to lure the distant hunters toward you. Retreat to one of the two shadows near the gate (preferably *not* the one occupied by your buddy).

One INNOCENT usually investigates your position while the other two explore the opposite side of the street. Use little noises to entice the nosey thug to ascend the steps alone. When he gets close, throw the Brick behind him, but not into the street where the other INNOCENTZ can hear or see you attack. As he turns to face the noise, stick him with the Sickle, then retrieve the Brick.

Return to your shadow near the gate, then resume your wall percussion with the Sickle until the remaining two INNOCENTZ investigate. They pause to consider the body of their fallen comrade. When they lose interest, attack the last thug to leave the scene. If the remaining INNOCENT spots you, run into the street and head to the right. There's a small open building on your right where you can quickly hide (plenty of large shadows inside).

If the last INNOCENT does not follow you into the building, make noises to lure him into your kill zone. There are many useful items in this area:

ITEM	LOCATION
Painkillers	Upstairs.
Painkillers	On the sidewalk to the right of this building.
Painkillers	Across the street, behind the tin barriers.
Brick	On the far end of the street.
Glass Shards	Break the nearby windows to make these.

Return to the tramp and lead him into the street. Turn right and follow the sidewalk to the last door on your right, then enter this building. Inside and to the right you can get another bottle of **Painkillers**. The next locked gate is to the left. Take the tramp to the gate and Starkweather will unlock it.

The next Save Point is just through the second gate, inside a small structure. Have the bum hide in the nearby shadows while you venture outside.

There are three INNOCENTZ in the next street. Head to the end of the short alley from the structure where you left the bum, then creep into the shadow behind the dumpster on the sidewalk to the right. Pick up the **Brick** behind the dumpster if you need a lure item, then make some noise with your Sickle to attract the nearest INNOCENT. Turn and face the building behind you and throw the Brick at the wall. This encourages the thug to approach the rear of the dumpster and turn his back toward you. Quickly execute him, then retreat to the dumpster's shadow before the others arrive.

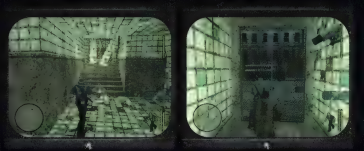
If they spot you, run around and put some distance between yourself and the pursuers, then sprint back to the structure where you've stashed the bum, and duck into the shadows. The INNOCENTZ will not see you enter these shadows; they lose sight of you as you enter the doorway.

Regardless of your choice of shadow, you can divide and execute the remaining two INNOCENTZ as long as you have a lure item, just like you've done in the past.

Enter the tiled service entrance to the building in front of the rusting bus. As you walk midway through the hallway, an INNOCENT leaps out from around the corner. Perform a 180-degree turn and run across the street. Sprint up the steps of the cathedral and duck into the shadows of the doorway. There's a bottle of **Painkillers** located here. The INNOCENT does not see you enter the shadow because you will be on a higher level (his blip turns into a solid triangle on your radar). Lure this assailant into your kill zone, and then attack him as he turns toward the service entrance.

Once the three INNOCENTZ have been defeated, lead the bum to the abandoned bus across the street. There are a couple shadows where you can hide him inside this vehicle—you can also find another **Brick** here. Look on the left side of the bus for a **Can** behind a column. There's also a bottle of **Painkillers** in a room to the right.

Return to the tramp and lead him through the tiled service hallways where the previous INNOCENT was located. Take two rights and you'll find a bottle of **Painkillers**. If you take only one right, you come to a small set of stairs that lead to the next gate. Starkweather allows passage only when he can see both of you through his wall-mounted camera near the gate. Enter the gate to reach the next Save Point.



VHS TO THE GRAVEYARD

The next street is free of hunters. However, three INNOCENTZ are hanging around a dilapidated building on the right, behind a wooden fence. Find a shadow near the gate to hide the bum, then make your way toward the fence around the condemned building.

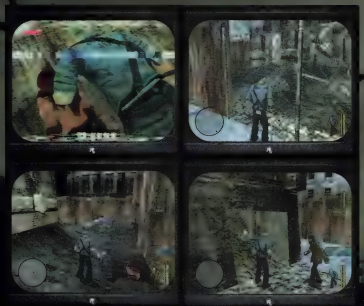
Across the street from the Save Point, you can pick up a bottle of **Painkillers** from behind the parked C.C.P.D. truck. Find the metal fence in front of the ramshackle building where the INNOCENTZ are loitering. Kick the nearby trashcans, then run behind the C.C.P.D. truck at the end of the street.

Hide in the shadow behind this truck, and bang on the side of it with your Sickle until one of the hunters comes to investigate.

Turn and face the fence behind you, then throw a lure item at it. The hunter approaches the fence, exposing his back to you. Execute him. The remaining two INNOCENTZ usually hang back together.

Pick up your lure item and decide if you want to swap your Sickle for the fallen hunter's **Axe**, then return to the shadow behind the C.C.P.D. truck. Hit the truck with your weapon once again. The two remaining INNOCENTZ stick together like tar and feathers. When they spot their fallen buddy, they linger a while before returning to the building behind the fence. Creep up behind the nearest hunter and take him out. The remaining hunter usually becomes suspicious, but runs behind the fence rather than pursuing you (depending on which one you just killed).

Head for the opening in the fence (there's a **Brick** at the entrance) and hunt down the final hunter. Once his buddies are dead, it is very hard to lure him outside the fenced-in yard. When all three hunters are history, return to the tramp and lead him through the wooden fence to the dilapidated building. As soon as you pass through the fence, turn right and follow the wooden fence to the right corner where you'll find the locked gate. One barrier is easily overcome by going under the building and turning right to exit once again. If you look at the building behind you from the gate, you will see a bottle of **Painkillers** in a small corner nook. Once both you and the tramp are in front of the gate, Starkweather will unlock it.



This time, the other side of the gate features a bottle of **Painkillers** rather than a Save Point. Continue to the left, then enter the door on the other side of the street. This is the entrance to the graveyard and it triggers the next Save Point.

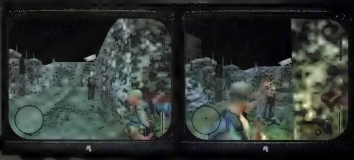
With the bum at your side, follow the graveyard path around to the right, then stop in the shadows of the church columns. Continue down the path alone and take a left between the crypts. As soon as you reach the next path in front of the crypts, a hunter screams and begins to chase you. Run back to the church and hide in the first large shadow. Turn and face the path you just ran from and toss a lure item. This causes the axe-wielding hunter to retreat slightly, revealing his back to you. Execute him.

Lead the tramp through the pathway around the last crypt, then command him to stay in the shadows of the church wall. You'll hear a hunter screaming as he becomes suspicious, but he will not leave his post (on a small enclosed platform at the top of the stairs).

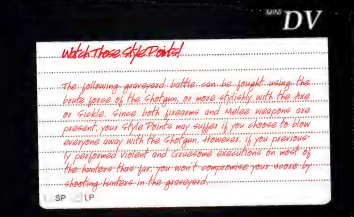
Ignore this guy for now, and cautiously proceed alone around the church. A hunter with a Sawed Off Shotgun patrols the other side of the building. Duck into the shadow of the first tree along this pathway, then make a noise. Wait for the INNOCENT to come near, and then snake around the tree, sneak up behind him, and perform another execution. Take his **Sawed Off Shotgun.**

There are two more bottles of **Painkillers** in this area—one behind a gravestone at the end of the path where the INNOCENT was patrolling, and another near the tomb behind the gate at the beginning of the path.

Return to the bum, but don't call him yet. Stand near the stairs to the enclosed platform, and throw a lure item inside while aiming for the distant wall. Encourage the armed hunter inside to turn away from the stairs while you creep in and get behind him. Use the Shotgun, aim for a head shot, then blow him away. Or, continue to use your Axe or Sickle to perform an execution. If you don't have a lure item, you can knock on the side of the wall near the crypt pathway to make him face away from the stairs.



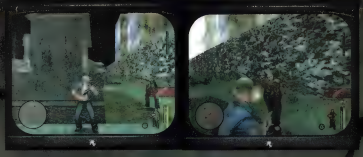
Return to the bum and lead him up the stairs and to the gate inside the enclosed platform. Starkweather will unlock the gate when he sees both of you through his camera.


MINI DV
Watch Those Style Points!
The following graveyard battle can be fought using the brute force of the Shotgun, or more stylishly with the Axe or Sickle. Since both firearms and melee weapons are present, your Style Points may suffer if you choose to blow everyone away with the Shotgun. However, if you prioritize the performed Violent and Grisesome executions on most of the hunters that you won't compromise your record by shooting hunters in the graveyard.
SP
LP

Lead the tramp out of the gate structure; there are no shadows inside, and he may be hunted down during the next battle. Position him behind the large tombstone to the left as you pass through the gate, then command him to stay in the shadow behind the stone. The shadow is small, but sufficient; the ensuing battle is fought on the opposite end of the graveyard, so he'll be safe there.

Walk behind the next large tomb and stand in the shadow at the far corner of the stone. You'll detect an idle hunter on the radar. When he turns away from you, sneak into the next shadow behind the gated tomb, then make your way to the last tomb in the back row. Behind it is a bottle of **Painkillers** (there's also another behind a fenced-in tomb near the locked gate). Stand in the shadow of the last tomb and throw a lure item into the nearby corner to attract a hunter. Use the Sickle or Axe to silently execute him as he inspects your bait. If you want to continue the stealthy executions, avoid swapping your Melee weapon for his **Revolver**.

A total of four hunters patrol the graveyard. The last three like to stick together, and all but one pack revolvers (the oddball totes a Shotgun). Use executions to slay each one by running into the shadows if you're spotted, then using a lure item. If you're in the mood for a graveyard shootout, just stand with your back to the large tomb near the Painkillers, then peek around the edge and shoot when a hunter gets close. Rationing your ammo for only short-range targets assures head shots.



Once you've eliminated all four hunters, return to the tramp and lead him to the gated tomb in the middle of the graveyard.

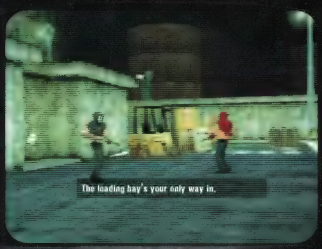
When you're both standing before the locked gate, Starkweather will unlock it. Head through the tomb. The mission ends as you approach the C.C.P.D. truck.

MOVIE REVIEWS 90

DESCRIPTION: *Graveyard Shift*

From a graveyard to the graveyard shift at the local factory. Cash in on the run and the film is still rolling.

625/60 525/60 BETA NTSC PAL SECAM



VHS INITIAL SHOOTOUT

1 6
2 7
3 8
4 9
5 0

Kick the trash bags in the first room to uncover a **Can**, a **Wire**, and a **Bottle**. Walk up to the doorway before the stairwell and stand with your back to the wall. Knock on the wall with the butt of your Shotgun. There are three hunters at the top of the stairs that will file down the stairs one after the other. As soon as a hunter descends the stairs and approaches the doorway, whip out from around the wall and blow his head off.

VHS FIND A WAY INTO THE FACTORY COMPLEX

1 6
2 7
3 8
4 9
5 0

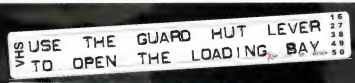
Walk up the stairs as you take the hunter's **Sawed Off Shotguns**. There's a large building at the top of the stairs, but the double doors are locked. Claim the bottle of **Painkillers** further around the right side of the building in a small dead-end alley.

MINI DV

Don't Worry. It's a Shootout!

You have very little access to melee weapons, so don't stress the style points, just start shooting! Your score will not suffer from the massive amount of kills.

SP LP

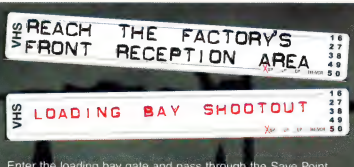


Head to the left side of the building, then follow the wide path to the **Painkillers**—you'll find them near the wall on the left, just before a forklift. As you approach the forklift, Starkweather speaks and a cinematic shows four INNOCENTZ surrounding the guard hut around next corner.

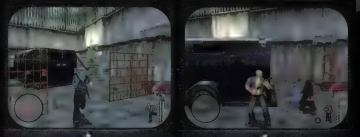
You cannot lure these thugs from their posts, so find a safe position from which to shoot. Begin by using the crates in front of the forklift for cover. Shoot the closest INNOCENT near the row of boxes. Once he goes down, make a run for the row of cardboard boxes he stood behind, and use them as cover. The closer you can get to the targets, the less ammo it requires to bring them down.

Shoot the hunter inside the guard booth to the right, then concentrate on his friend behind the trashcans to the left. Once these two are defeated, run to the **Revolver** dropped by the first hunter (which should be near the boxes where you're hiding). Race back behind the boxes and use the Revolver to shoot the remaining hunter in the distance. If you're really brave, just charge the objects they're hiding behind, then duck down, pop up, and shoot them.

Once the area is clear, take all the dropped **Revolvers** and find the **Painkillers** near the guard booth. Enter the guard booth and pull the switch on the wall to open a gate to the factory's loading bay (back the way you came).

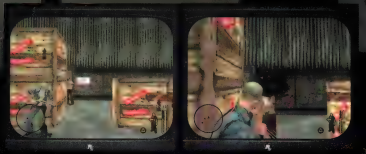


Enter the loading bay gate and pass through the Save Point. Approach the stairs and the hunter inside the factory will become suspicious. Run behind the truck and wait for him to come outside, then select the Revolver and bang on the side of the truck. As the INNOCENT approaches the corner of the truck, whip around and shoot him in the head.



Switch to the Shotgun, as the sound of the Revolver alerts two more INNOCENTZ. No need to lure these hunters toward you; they will quickly investigate behind the van. When the hunters approach the van, greet them with a blast from the barrel of your Shotgun. If you need health, pop the **Painkillers** hidden behind the stairs near the front of the truck.

Slowly walk up the stairs, then enter the warehouse and stop at the first stack of crates on your left. Press your back against the double stack of crates and use the butt of the Shotgun to knock on them. One of the two hunters on the other side will investigate. As he approaches the edge of your crate, spring out and shoot him. Carefully take his **Sawed Off Shotgun** and strafe to the next side of the same stack. You may need to move the body back in order to perform this maneuver.



Slowly creep up to the corner of the crates, then pop out and shoot the second hunter near the exit. You can use the Revolver at this close range to save Shotgun shells; a head shot at this distance is guaranteed. Pick up the **Sawed Off Shotgun** and enter the next room.

VHS DEACTIVATE THE FAILSAFE TO POWER UP THE LIFT

VHS TOXIC CHEMICAL WAREHOUSE

As you enter the second room in the warehouse, Starkweather informs you that the lift isn't working. He says there's a circuit breaker in the basement that will make it operational.

You can rack up another bottle of **Painkillers** in the front of the room to the right. The windows in the floor allow you to see the INNOCENTZ that patrol the basement maze below. You cannot shoot through the glass, though; you must go head-to-head with the hunters down there. You can, however, lure a couple of INNOCENTZ to the area around the basement stairs, then shoot them from above, but this is very time consuming and a waste of bullets from this distance.

VHS THE BASEMENT SHOOTOUT

When things are calm downstairs, slowly descend the steps and turn right at the first walkway. There are five well-armed INNOCENTZ in the basement, and extreme care must be taken to avoid allowing them to sneak up behind you. If no one is around, turn left at the corner and strafe against the left wall to its end. Tap on the wall to draw the hunters toward you, then use the Shotgun to kill the first hunter. As soon as you do this, the other INNOCENTZ rush to their fallen comrade. Head back toward the first path near the stairs and strafe against the wall (with your body facing the wall with the stairs).

Hit the wall with the butt of your Shotgun to attract the gathering masses. Begin whipping around the corner and shooting the INNOCENTZ as they appear. Try to wait until they are very close to your corner before exposing yourself. Then always swing back into position around the corner after each shot fired.

VHS GET TO THE RECEPTION AREA AND EXIT

VHS RIDING THE LIFT

Face the center of the room as the lift rises and move to the left side. The lift takes you to a third level, but you encounter an INNOCENT as you pass the second level. By staying on the left side of the lift, you remain hidden behind a wall on the second floor. As soon as you get a clear view of this thug, blow his head off.

MINI DV

Choosing the Right Spot

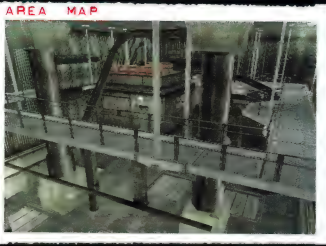
The position of the hunters is always changing in the basement, so you may encounter the first one in a different position of his patrol route. However, using the first wall to the right as cover for the entire shootout will always work, since most of the hunters are deeper inside the basement and can be channeled into the hallway of your choosing by creating noise there.

SP LP

Collect all the dropped weapons (**Shotguns** and **Revolvers**), and activate the circuit breaker in the back-right corner of the basement. Find the **Painkillers** along the same pathway toward the center of the back hallway. Then return to the top floor and head to the lift (along the back-left wall as you ascend from the basement). Quickly activate the switch on the block near the lift, then hop on for a ride up.

VHS THIRD FLOOR SHOOTOUT

AREA MAP

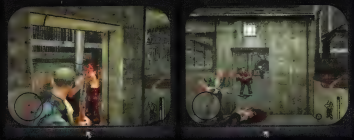


You reach the next Save Point when the lift stops on the third floor. The following tip is risky, but it beats the alternative (long range shooting with the Revolver) once you try it a couple of times. *Run* along the catwalk around the room, past the **Painkillers** in the small catwalk nook. Continue *running* around until you pass a stairway on your right where the INNOCENTZ begin shooting. With the Shotgun in hand, run right up to the INNOCENT at the end of the catwalk, and blast him. Although he gets one or two shots in before you reach him, you'll still survive.

Carefully walk around to the end of the catwalk, up a couple of steps, then continue along the left edge of a hole in the floor. This hole leads to a room below, which we will discuss in a moment.

Use the crates near the hole for cover as you whip around and blow away the pair of INNOCENTZ that come from the catwalk level below the stairs. When these two are toast, take their **Revolvers** and jump down into the hole near the crates to access the room below.

Run out to the small balcony with the Painkillers and blow away the INNOCENT that tries to ambush you. Take the **Painkillers** and the dead hunter's **Shotgun**, then return to the previous room. Stand beside the doorway to the glass-enclosed hallway, then whip around and start shooting the closest INNOCENT. One of the two INNOCENTZ in the glass hallway cannot be lured out, so use the Revolver for long range shooting. Retreat behind the doorway after each shot for cover.



VHS THE SECOND LIFT

Collect the discarded **Shotguns** as you make your way toward the lift at the end of the glass hallway. The door at the end is locked, and the lift is through the opening in the left wall. Use the switch near the window, then quickly move further to the left and board the lift before it rises. If you miss it, press the button again to lower it, then again to raise it.

As the lift rises, take aim at the INNOCENT who stands guard on the third level. You can score a head shot before the hunter sees you and before the lift has completely reached the third level. Take his **Sawed Off Shotgun**.

VHS VENTILATION SHAFT

The last hunter was standing guard near a ventilation shaft. If the Shotgun blast did not break the covering, then hit it with the butt of your weapon. Pass through the Save Point and enter the shaft. Inside you have a choice of two different rooms to drop into. We recommend the first room, so the following strategy covers this preference (if you want to drop into the next room, follow the shaft around to the second vent). If you need healing before you drop through the first vent, follow the vent system to the second vent, then take the **Painkillers** there and return to the first vent.

Use the butt of your gun to break the vent cover and drop into the room below. A cinematic shows hunters infiltrating the floor as you enter the room. Another bottle of **Painkillers** is yours if you look in the next corner.

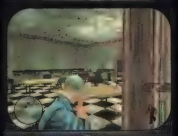
VHS GET TO THE CONTROL ROOM CONSOLE

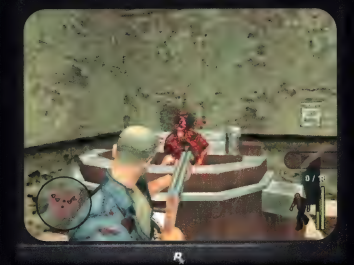
1 6
2 7
3 8
4 9
5 0

VHS CANTEEN

1 6
2 7
3 8
4 9
5 0

Equip your Shotgun, then burst through the red door (beyond the Painkillers), run up to the two hunters in the Canteen, and blow their heads off. Return to the previous room if you need to use the Painkillers, then return to the Canteen. Collect the **Sawed Off Shotguns** dropped by the dead hunters. There's also a **Can** near the soda machine.

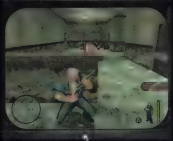




VHS MAIN HALLWAY

1 6
2 7
3 8
4 9
5 0

Run through the doorway and into the main hallway. Turn left and duck behind the short wall that covers the stairwell. Switch to the Revolver and bang on the short wall to expose the two hunters on the far end of the hallway. Shoot the closest one first; he stands near the hallway to the right. It's possible to lure him closer to you. Doing so saves time and bullets. Pop up and shoot the furthest INNOCENT at the end of the hallway behind the metal box. Duck down after each round to avoid being shot.

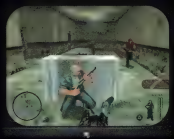


Once both INNOCENTZ are down, you can safely move about the hallway. Pick up their firearms and find the **Painkillers** in the room through the center door in the hall (this is the alternate room you could drop into from the ventilation shaft). Kick the trash bag in this room to uncover a **Can**.

VHS CONTROL ROOM

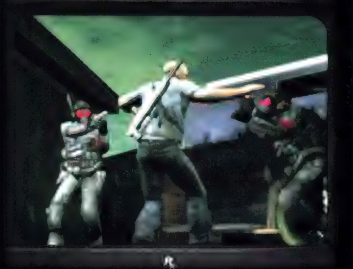
Quietly open the door near the stairs, then enter the room when the hunter inside has his back to you. You can see this on the radar or by looking through the small window on the door. Come up behind him and aim for his head, then pick up his **Sawed Off Shotgun**.

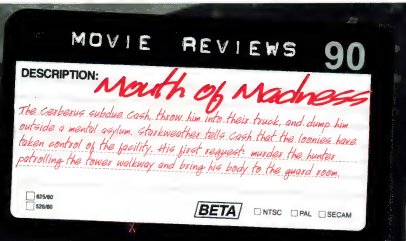
Press the glowing green switch on the edge of the control panel to unlock a door on the lower floor. This also releases two more hunters that run up to your floor. Quickly leave the room and duck behind the metal box in the hallway (the same one the hunter was using for cover earlier). As the two hunters approach, pop up and shoot them in the head, then collect their dropped **Revolver** and **Sawed Off Shotgun** and approach the stairs.

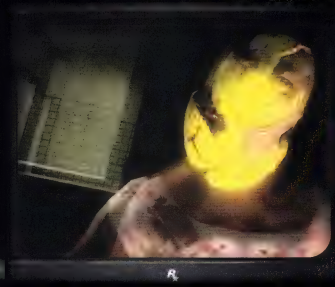


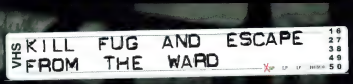
VHS DOWNSTAIRS GUN BATTLE

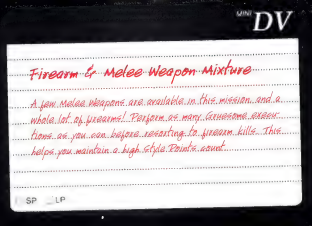
You can walk down a couple steps on the stairs to get a fix on some distant hunters, but it's quicker and easier to just rush them with your Shotgun. Run down the stairs and shoot the hunter near the metal block, then blast his buddy who takes cover behind the box. Duck behind the box and switch to the Revolver. Duck and shoot the final hunter beside the staircase at the far end of the room. Take their weapons and find the **Painkillers** in the small space beneath the stairs. However, if you survived to see the Painkillers, you don't need them. The mission ends as you push through the double doors and leave the factory.




MOVIE REVIEWS 90
DESCRIPTION:
Mouth of Madness
The Cerberus subdue Cash, throw him into their truck, and dump him outside a mental asylum. Starkweather tells Cash that the loonies have taken control of the facility. His first request: murder the hunter patrolling the tower walkway and bring his body to the guard room.
BETA
NTSC
PAL
SECAM



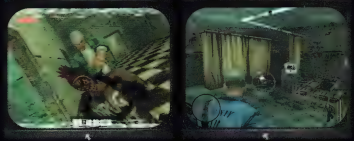


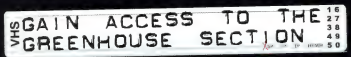

DV
Firearm & Melee Weapon Mixture
A few melee weapons are available in this mission, and a whole lot of firearms! Perform as many gruesome moves as you can before resorting to firearm kills. This helps you maintain a high Style Points count.
SP
LP

You begin in a large L-shaped hallway inside the ward. Turn around and take the **Wire** near the locked door. Pull the switch near the glass door to the shock therapy chamber. This electrocutes the patient inside and excites Fug (the hunter standing guard in the next ward).

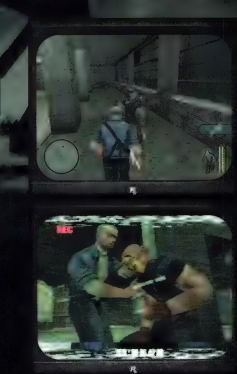
Run back around the corner and wait for Fug to approach the switch. He enters the room and turns off the electricity to the chair. While his back is to you, creep up behind him and execute him with the Wire. Take the hunter's **Meat Cleaver**. Try to go for the Gruesome execution to take his **Head** for a lure item.

Enter the second ward and look in the recovery room for a bottle of **Painkillers**. There's also a **Bottle** in the corner near the blue double doors (the exit). Take this lure item if you failed to remove Fug's head.





As you enter the courtyard, Starkweather informs you that the door to the greenhouses will be locked when you are spotted and unlocked once things calm down. You will ultimately eliminate everyone, so this really doesn't matter. The assailants you encounter in this mission are members of the gang known as the SMILEYS.



Enter the shadows behind the columns at the edge of the courtyard. Bang on a column with the Meat Cleaver to attract the first hunter. When he gets close, throw the Bottle at the wall behind you, then execute him with the Meat Cleaver as he investigates. Pick up his **Head** and use it as your permanent lure item.

Lure the next guard into the same kill zone (or use another column shadow closer to the next victim) and perform another Gruesome execution.

The final guard on the ground is too far away to be lured behind the columns, so you must move in closer. Proceed from one shadow to the next along the large wall on the left side of the courtyard, or from column shadows to the tree shadows on the left side. Hit the wall or tree to lure the hunter, then throw the Head into the yard and sneak up behind him for the execution.

The last hunter in this area is armed with a Revolver. He stands guard on the catwalk at the far end of the yard. You can't get behind him to perform an execution, so allow him to see you and chase you down the stairs. Slip into the small shadow at the bottom of the steps. Make sure to run as soon as he sees you to put a fair amount of distance between the two of you. He won't see you enter the shadow since he's on a higher level. Execute him as he heads back up the stairs or out into the courtyard, then take his **Revolver**.

At this point, you can start shooting most everyone and still obtain high Style Points. In Hardcore mode, you must perform five more Gruesome executions for the highest Style Point score. If you need **Painkillers**, you can find them behind the column on the right side of the courtyard.

VHS ITEM SEARCH

Here's a complete list of items you can gather in this area:

ITEM	LOCATION
Bottle	In the first greenhouse.
Wire	Between the two greenhouses.
Bottle	Beside the second greenhouse
Wire	In the second greenhouse.
Gas Can	In the second greenhouse.
Painkillers	In the second greenhouse.
Revolver Rounds (10)	In the bushes in front of the second greenhouse.
Wire	In front of the first greenhouse.
Painkillers	On the far side of the second greenhouse, between the shadowy columns

You can sometimes lure the hunters toward the door near the Save Point, then continue to coax them into the previous courtyard through the doorway. If you can pull this off, then duck around the nearest nook in the wall before whipping around and shooting them one by one as they enter. Knocking on the wall helps draw them into the courtyard, but the enemy does not always fall into this trap. Give it a try first; it's the ultimate divide and conquer technique.

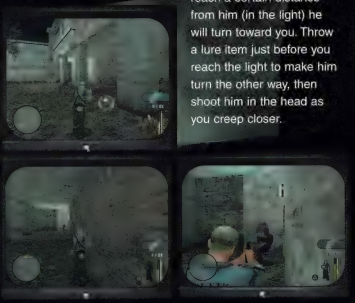
VHS DESTROY THE BRICKED DOORWAY TO THE TOWER

VHS GREENHOUSE BATTLE

Walk through the doorway and into the greenhouse section. These walls contain a Save Point, two greenhouses, six well-armed hunters, a couple bottles of **Painkillers**, a Gas Can, and plenty of lure items.

There are plenty of shadows in the area to use as kill zones if you need the executions. If you want to just blow everyone away, make sure they don't gang up on you. They will quickly move toward the sound of gunfire. You can always retreat to the previous courtyard for cover, but the enemy often avoids entering this area.

The final SMILEY never leaves his post from the door in the back-left corner of the greenhouse yard. The quickest way to deal with this thug is to sneak up as close to him as you can while walking in the shadows beside to the wall. When you reach a certain distance from him (in the light) he will turn toward you. Throw a lure item just before you reach the light to make him turn the other way, then shoot him in the head as you creep closer.



You must destroy the bricked doorway to gain access to the tower through the next hallway. To do this, enter the second greenhouse and retrieve the **Gas Can**. Carry it out the doorway, through the hall, and back outside.

Stop and drop the can near the second door; you must deal with another hunter before tackling the next objective. Head to the right side of the yard and find the SMILEY behind a stack of crates. He's armed with a Revolver, so be careful. Strafe against the opposite side of the same crates that he uses for cover. Scoot up to the edge, then wheel around and shoot him in the head.

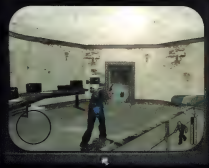
Now place the Gas Can in front of the freshly laid bricks on the tower (shown in the short cinematic). Shoot the Gas Can from a distance and the explosion will destroy the wall.

VHS THE TOWER

There's a hiding space under the stairs in the narrow tower. Knock on these walls. Wait in this hiding place until the hunter works his way down to the first floor. Come out of hiding and shoot him in the head or execute him, then take his **Revolver** and climb the stairs.

VHS BRING DRESS-WEARING HUNTERS BODY TO GUARD ROOM

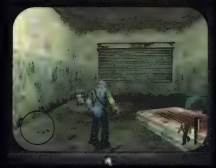
You must bring proof of the dress-wearing hunter's death to the guard room. Run to the top floor and find the bottle of **Painkillers** by a locked door. Pull the switch near this door to open the gate on the first floor. The door at the top of the tower remains locked. You must reach the dress-wearing hunter by other means. Head back down the stairs and exit the tower through the unlocked gate. You'll reach the Save Point just beyond the doorway.



VHS ASYLUM FIRST FLOOR

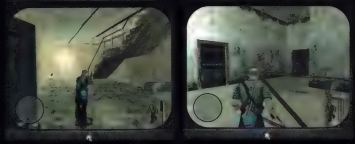
Find a set of double doors in the next yard that lead into another section of the mental asylum. Enter with caution. Many hunters patrol the room beyond the doors, as well as the two rooms that flank it. It's unlikely that the hunters will be lured outside, so this is usually a good place to run if things go bad.

If you are in Fetish mode, watch the yellow triangles as they pass in front of the door before entering the building. You can silently push the door open and execute a nearby SMILEY with the Wire, then escape outside again. Continue to re-enter the room through the double doors and pick off anyone in there, then retreat to the shadows outside when the enemy gets riled up. If you're not that patient, then just go in with guns blazing and find the **Painkillers** to recover from your rampage.

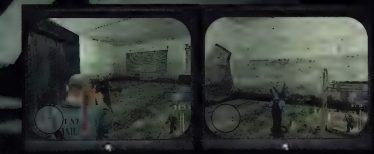


VHS ASYLUM SECOND FLOOR

Once all five SMILEYS on the first floor are dead, gather the dropped weapons and head upstairs. You can access this area via the staircase through either room that flanks the first one. **Painkillers** can be collected along both paths.



There's a single SMILEY in the large room upstairs. Take him out and three more appear in the next room. Retreat to the shadows. Another SMILEY may enter the room after disposing of the first hunter. Take him out, then proceed to the end of the room near the wheelchair and open bedrooms (there's a **Wire** in one of the connecting bedrooms).



Turn your attention to the set of blue double doors just past the wheelchair. The chalkboard to the left of these doors leans up against a screen-covered window. You can shoot the SMILEYS in the next room by positioning yourself near this window and shooting through the screen. You can also fire over the chalkboard and use it for cover. Consider leaving one of the SMILEYS alive to perform an execution with the Wire in the room to increase your Style Score.

Enter the next room and find the **Painkillers** between the well-lit partitions. Take the enemies' weapons, then push through the next set of blue double doors and climb the stairs to the rooftop.

VHS ROOFTOP

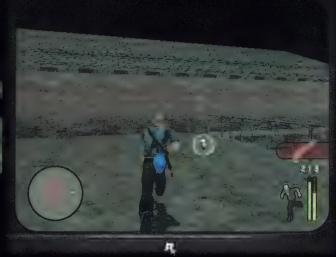
Use the first set of metal boxes for cover, then bang on the metal with the butt of your gun. This causes the nearby SMILEY to investigate. When he gets close, pop up and blow him away. One more SMILEY lags behind. This thug can be drawn into the same kill zone.

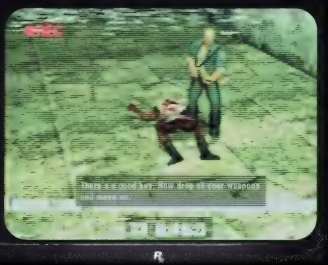
Waste him like you did the other, then climb the ramp to the tower (there's another bottle of **Painkillers** to the left of the tower ramp). To further enhance your score, you could even use the **Meat Cleaver**—dropped by the first rooftop hunter—to defeat the second rooftop hunter and the dress-wearing hunter on the tower

VHS DRESS-WEARING HUNTER

1 6
2 7
3 8
4 9
5 0

Equip the Shotgun and continue along the tower walkway. Approach the dress-wearing SMILEY and blow his head off, or walk around the tower and execute him with the Meat Cleaver. Pick up the body, then carry it down the ramp and through the nearby double doors (guard room) to complete the mission. In a cinematic, Starkweather asks you to drop all your weapons and move on.





MOVIE REVIEWS 90

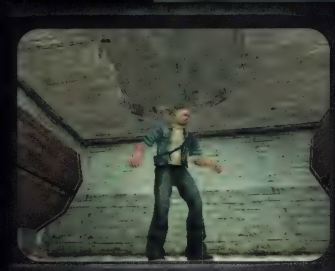
DESCRIPTION:

Doing Time

Cash produces the body of the dress-wearing guard, then Starkweather orders him to drop his weapons in the guard room before jumping through the large hole in the floor that takes him to the abandoned look-up below.

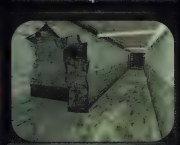
625/60
525/60

BETA NTSC PAL SECAM

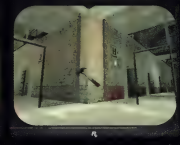


VHS FIND THE HAMMER 1 6 2 7 3 8 4 9 5 0

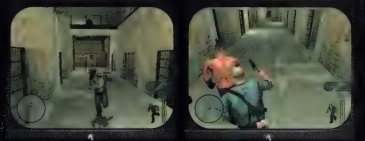
Your first objective is to find the Hammer somewhere in the cellblock. You begin in cellblock G. Cut through the nearby cell and find the **Brick**, then exit into the main hallway and turn left. There are no hunters in the area yet, so take some time to get familiar with your surroundings. Notice that most of the cells are connected by holes in the walls and there are long hallways behind them. A few cells contain **Painkillers** and lure items are plentiful.



Run to the end of cellblock H through the gate in the corner to find the **Hammer**. As you approach this item, a short cinematic suggests using it to perform a Violent and a Gruesome execution. Pick up the Hammer and another cinematic reveals three SMILEYS entering the cellblock through the room where you started.



Take to the shadows inside a cell near the fallen SMILEY, then hit the walls to attract the remaining hunters. When they split up again, follow a solitary thug who strays from the pack, or tail the last hunter in line as they walk away in formation. Perform the Violent or Gruesome execution (whichever one remains; check the Pause menu for an update).



The L-shaped room just beyond the Hammer makes a great kill zone, or a place to run and hide when being chased. There are plenty of large shadows inside, and rounding the blind corner in there allows you to slip into the shadows without being seen.

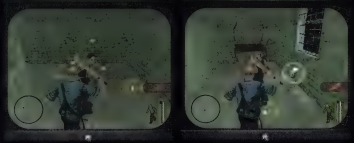
Once you have successfully performed both Gruesome and Violent executions with the Hammer, a cinematic begins. Starkweather asks you to defeat the new hunter holding the Metal Bat.

Run back toward cellblock H and duck into a dark cell. Bang on the wall with a Brick to attract the hunters. Remain in the shadows until the three SMILEYS become idle and begin to separate. Follow the SMILEY that walks off alone. Quietly sneak up behind him and hold the attack button with the Hammer selected until the target arrows turn yellow or red. If you have the time to perform the Gruesome execution first, it makes the next objective much easier to perform.

Hide inside a dark cell and attract the remaining hunters. Watch the dude with the Metal Bat very carefully. Seize your first opportunity to execute him, even if it means being spotted after the execution; you can always dash around a corner, and hide in the shadows. The L-shaped room in cellblock H is a great place to retreat.

VHS VIOLENT & GRUESOME METAL BAT EXECUTIONS

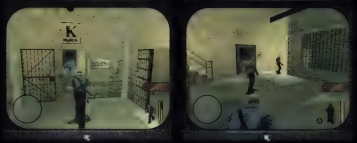
Once you have the Metal Bat, two new objectives are presented: Perform a Violent and a Gruesome execution with the Metal Bat. Use the exact same tactics you used to perform these executions on the hunters with the Hammer. Move quickly for the time bonus.



When you complete both tasks, Starkweather asks you to go to the end of cellblock K. The next Save Point is just beyond the newly opened gate. Run through it, then dash into the room to the right before all hell breaks loose!

VHS GET TO THE SHOWER BLOCK

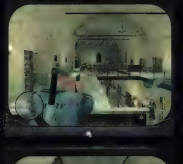
Two SMILEYS enter the room. One of them runs through the cellblocks while another with a Revolver stands guard near the bottom of the stairs. The best place to be is in the shadows of the small room to the right. If you can't get there undetected, then slip left into the shadow cast by the stairs.



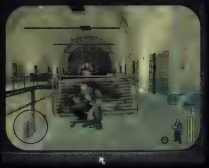
When the second hunter leaves the room, sneak out of the shadows and use the Metal Bat to clobber the armed SMILEY. Swap your Hammer for his **Revolver**, then enter the small room with the bottle of **Painkillers** and the large grate-covered window.

If you haven't already attracted a hunter to the stairs, do so from inside the room. Hug the wall, then shoot through the grated window. Head up the stairs and take the **Revolver** from the fallen hunter.

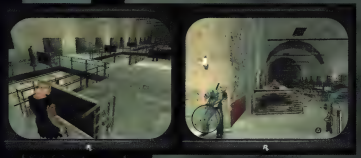
Grab the dropped **Revolver** from behind the overturned bed, then hide behind the next one. Two SMILEYS enter the area. One hides a post behind another overturned bed on the left pathway, while the other remains on the right path. Shoot them from cover and take their **Revolvers**. There are two hunters at the end of the cellblock. Cautiously pick them off.



No one on the second floor can be lured from behind his post. Run behind the first overturned bed on the right side of the cellblock pathway, then duck, pop-up, shoot the hunter behind it, and duck again. If you need health, head for the overturned bed that the hunter was behind. The **Painkillers** are in the cell to the right of this bed. Use the bed as cover to duck, pop-up, and shoot the next few hunters on the left pathway. Continue this assault until you've defeated them all.

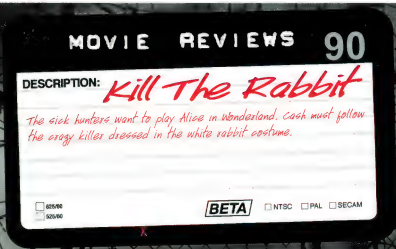


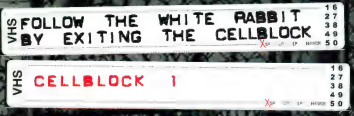
Head toward the last cell on the left pathway and strafe against the wall. Then whip around the corner and blast the hunter in the head.



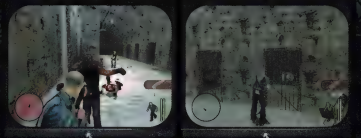
The first guard around the corner has a Sawed Off Shotgun, but the last two hunters have **Shotguns**, which hold eight rounds in the chamber. Head to the end of the cell-block, take the stairs down to the first floor, and enter the Shower Block door to complete the mission.

Find the **Painkillers** in the first cell on the left side of the new hall. Duck behind one of the overturned beds and finish off the remaining two armed hunters, using duck-and-shoot tactics.


MOVIE REVIEWS 90
DESCRIPTION: Kill The Rabbit
The sick hunters want to play Alice in Wonderland, cash must follow the crazy killer dressed in the white rabbit costume.
BETA
NTSC
PAL
SECAM



Stand near the gate, then do a 180 and face the captives being released from their cellblocks. Stand in place and start blowing away the four hunters as they approach. None of them has a firearm, so you'll be safe. A couple bottles of **Painkillers** and a **Knife** can be found in the open cells.



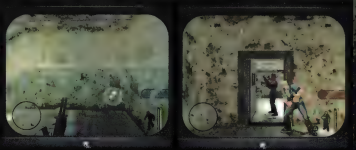
Run from the small room through the open door. As you approach the **Shotgun** on the cellblock floor, a cinematic shows a hunter enter the room you just left and pull a lever on the wall. This locks the door at the end of the cellblock. Pick up the **Shotgun** and continue through the **Shotgun Shells (8)**. If you are already holding the Sawed Off Shotgun, you need to swap it out for the Shotgun in the cellblock. This is a good idea, as the Shotgun can fire continuous rounds as opposed to the Sawed Off's two.

Return to the first room and approach the back door, but do not enter. Instead, back up and wait for the three hunters to enter the room. Blast them to pieces when they do. Collect a box of **Shotgun Shells (8)** and the **Brick** inside the next room.

Return to the first room and pull the switch on the wall to open the gate in the cellblock. As you proceed down the hallway through the cellblock another cinematic shows the White Rabbit running into the next area.

There's a **Bottle** inside the first room to the left. To the right is the morgue. A staircase inside leads to a connecting hallway.

This hallway, which is home to a bottle of **Painkillers**, leads to a furnace room that connects to the original hallway. You can take this route to sneak up behind another hunter. Execute him or deliver the bullet.



Run into the cellblock and duck behind the overturned bed in the hallway. Bang on the back of it with the Shotgun to make two hunters peek their heads out of the rooms ahead. Pop up and blow one of them away, then duck back behind the bed. Pop up again and kill the other hunter. The noise invites a couple more brave souls to run toward the sound. Waste them, then switch to the Revolver and pick off the remaining two hunters beyond the metal bars further down the hallway.

Continue through the second cellblock and enter the door at the end of the hallway—near a sign that reads, "Warden Secure Post." Pass through this room and enter the next cellblock.

VHS KILL THE HUNTER AND GET UP TO THE CONTROL ROOM

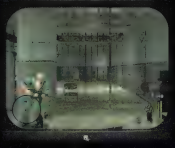
VHS CELLBLOCK 3

As you enter the third cellblock, another cinematic plays. Starkweather asks you to find the freak wearing the pink dress and then get up to the control room. He says Mr. Rabbit has left you a gift. You must eliminate the patrolling hunter to access the control room. Duck behind a column near the hunter, then whip around and shoot as he approaches. Take his **Shotgun** and head toward the end of the cell block. Starkweather will open the gate. Take the stairs to the observation level.

VHS KILL ALL THE DEATH ROW HUNTERS

VHS OBSERVATION LEVEL: CONTROL ROOM

The next Save Point is in the control room. The back room contains two boxes of **Shotgun Shells (8)** and a bottle of **Painkillers**. As you pass through the Save Point, the cells below open and release more hunters. The best place to be is in the small room with the Painkillers. Stand with your back to the column near the door, and wait for the hunters to bundle into the room. The control room never fills with more than two hunters at a time, it's pretty easy to whip around the column and blow them away as they approach the door. Shoot the hunters through the bars as they come within head shot range.

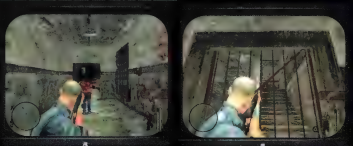


Once you've wasted the first wave of six hunters, three more make their way toward the control room. When these guys are dead, yet another group of three hunters arrives. Continue the massacre from behind the safety of the column. Once you've killed them all, Starkweather tells you to head through the door below the control room. Pick up the two **Shotguns** and leave the room.

If you need health, return to the cellblock and collect four **Painkiller** bottles from four different cells. Pass through the now-unlocked door and the Save Point.

VHS GET TO THE WORKSHOP ANYWAY YOU CAN

A **Shotgun** lies beyond the Save Point, and a bottle of **Painkillers** is around the next corner. Enter the following room and stop before the next door. A hunter pushes through, and opens fire with his Revolver. Take him out easily with a head shot from your Shotgun. As you approach the door he busted through, a second gunman appears at the top of the stairs. Duck around the wall near the door, then wheel around and shoot him the next time he pokes his head around the corner. Pick up the **Shotgun** and **Revolver** as you head upstairs.



VHS

SECOND FLOOR

Run to the end of the long and winding hallway on the second floor. Stop just before the final corridor. A hunter patrols the hallway near the stairs. Wait until he is on the corner of your foot, then sprint out from behind the corner and shoot him. Stay in position. Another hunter will run down the stairs when he hears the noise. Blow him away as he approaches the corner, then pick up the **Revolver** and the **Shotgun** before heading upstairs.

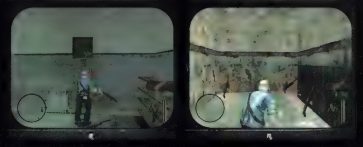
There's a surgery room at the next bend in the hallway. Head up the ramp in there and enter the morgue in the back. You'll see two bottles of **Painkillers**—don't let the stiff scare you! Return to the hallway and continue toward the workshop.

VHS

THIRD FLOOR

Enter the first room on the right. The door in the back leads to a small room with a bottle of **Painkillers**; there's another one of these inside the execution room. Exit the room and re-enter the hallway. As you pass through the last gate, a hunter in a dress approaches you from the end of the hallway. Go for the head shot, then retrieve his **Shotgun** and continue.

Take the 8-pack of **Shotgun Shells** near the Penitentiary Armory. Enter the workshop and pull the switch on the wall to the right to open the armory. This room holds three **Shotguns**!



VHS ACTIVATE THE SENSOR LOCK AND CHASE THAT RABBIT

VHS WORKSHOP

As you proceed deeper within the workshop, a cinematic shows the white rabbit exit the room while a mob of hunters with guns enters. Your objective is to defeat the gunmen, activate the sensor lock, and continue to pursue the rabbit.

Duck behind a nearby column and switch to the Revolver until any one of the four hunters moves in closer. Strafe to the edge of the column and whip around the corners to shoot the two closest to you. When they go down, move a little further into the room. The closer you get to the remaining hunters, the more damage you can do. Once you've taken them all out, pick up the **Revolvers** and **Shotgun**.

Step on the pressure plate in the floor to the left of the large locked gate. This opens the large gate. When you step off the plate, the gate closes. So, pick up a dead hunter and drop him on the pressure plate to keep the door open. Exit the workshop to find the next Save Point. As you approach the exit, the rabbit gets hysterical and screams something about having the keys before running outside.

VHS KILL THE WHITE RABBIT FOR THE PRISON GATE KEY

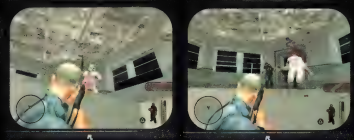
VHS WATCHTOWER BATTLE: KILL THE RABBIT

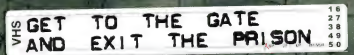
Follow the rabbit outside. From the first landing on the metal stairs, take a shot at one of Starkweather's three Cerberus guards who have entered the courtyard. After shooting at one, they all begin to run after you. Retreat to the hallway and into the next room. Stand beside the doorway and wait for the Cerberus to appear. Swing around the doorway and shoot at them—it's best to wait until they are very close, but if they team up, it's better to shoot as soon as they enter the hallway.

Once the three Cerberus are dead, pick up their **Shotguns** and head back outside. The courtyard is now clear, but avoid being seen by the sniper on the tower. There's a bottle of **Painkillers** behind the tower and another one closer to the prison gate (near the truck on the right). There's yet another bottle of **Painkillers** under the stairs inside the tower.

Walk up the stairs and stop just before you reach the top floor. If you were right, the white rabbit and the single Cerberus on this floor will not be expecting you. Slowly creep up the steps just enough to get a fix on the rabbit's head. The Cerberus will run into the room from the platform outside when he hears the gunfire. Remain on the stairs and go for the head shot as he approaches you.

After wasting these two, a cinematic shows another squad of eight Cerberus entering the courtyard below. Take the **Prison Gate Key** from the dead rabbit, then collect the **Shotgun** and leave the **Sniper Rifle**. If you need health, reach for the bottle of **Painkillers** on the platform outside.



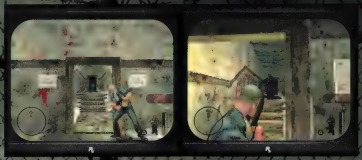


If you stay in the tower and try to snipe shoot the Cerberus below, backup will just keep arriving and you'll have to watch your back as they make their way up the tower. The best strategy is to run for the first floor and pass through the door to trigger the next cinematic. It shows a Cerberus screaming for the others to take cover. It also stops the constant flow of Cerberus into the courtyard. Now all that stands between you and the end of the mission is surviving the final eight Cerberus.

Heading back into the tower is an option, but it gets tough; the Cerberus like to stick together and a firefight with all of them at once is deadly. The divide and conquer tactic is your best bet.

Begin by running back up the stairs to the asylum and luring the Cerberus into the hallway that you used for the last kill zone. As soon as you enter the room at the end of the first hallway, be prepared to shoot the single mystery Cerberus who has appeared inside the asylum. He sometimes makes his way through the hallway and to the stairs if you wait too long, so be prepared. Turn around and take your position by the door, then wait for the six Cerberus from outside to start filing in.

Begin shooting down the hallway as soon as they appear. If you kill just one Cerberus before they crowd into the hallway, that's good.



Take off running through the room and head to the end of the hallway. The door to the workroom is now locked, so this is the end of the line. Strafe up against the wall before the hallway you just fled through, and wait for the remaining Cerberus to arrive. Doing this creates space between the enemies.

They usually send one poor sap to investigate your new hiding place, which is good for you. Wait until he's just a few feet away, then whip around the corner and blow him away. This opens the floodgates as the remaining Cerberus pour through the hallway. Swing around and open up on them. Duck back after each shot and continue the assault until they are all toast.

Now all is clear and you can safely head for the gate in the back of the courtyard. Stand nearby and it will slowly open, then enter the area beyond the gate to complete the mission.

MOVIE REVIEWS 90

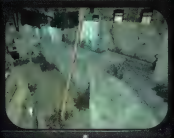
DESCRIPTION: *Divided They Fall*

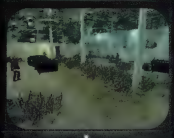
The Wardogs capture Cash outside the gate of the mental asylum, strip him of all his weapons, and set him free for a game of hide-and-seek. The next scene takes place at an abandoned apartment complex, and the Wardogs are on the prowl.

☐ 8Ø5/8Ø ☐ 525/8Ø BETA ☐ NTSC ☐ PAL ☐ SECAM

VHS DISPOSE OF THREE STALKING HUNTERS 1 6 2 7 3 8 4 9 5 0

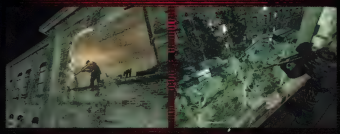
You begin this scene in a shadowy corner on a raised walkway that spans the length of the abandoned apartment complex to your left. You are weaponless, and there are three hunters patrolling the courtyard between the raised walkway and the apartment building. These assailants can all be disposed of by using the shadows along the walkway.





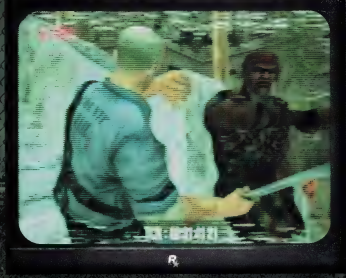
SNIPER SPOTTED!

Ramirez stands near a hole in the wall on the top floor of the apartment building. He is scanning the courtyards through the scope of a sniper rifle, so be careful if you walk around in plain sight on the far end of the map. Forward from the direction you are facing at your starting position.

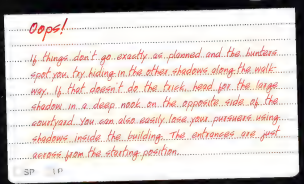


Begin by walking to the right and picking up the **Wire** in the next corner. This area is well lit, so grab the Wire and return to the starting position shadow.

Knock on the wall to attract the hunters. Usually, only one hunter arrives to check out the noise. He will either look into your shadow and then turn and walk away, or walk past your position and head down the stairs to your left (the better scenario, since there are no additional hunters to your rear). Walk up behind the last hunter and execute him with the Wire. Take his Machete, retrieve the **Can** from the stairs, and return to your original shadow.

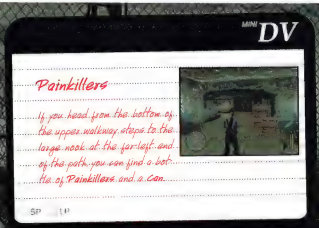


Lure the last hunter toward you, then execute him and watch the cinematic. Ramirez deploys three more Wardogs into the scene.


DV
Oops!
If things don't go exactly as planned and the hunters spot you, try hiding in the other shadows along the walkway. If that doesn't do the trick, head for the large shadow in a deep nook on the opposite side of the courtyard. You can also easily lose your pursuers using shadows inside the building. The entrances are just across from the starting position.
SP TP

Bang the wall with your Machete while in the shadow of your choice. This attracts the two remaining hunters. Wait until they split up, then slay the closest hunter with a Machete execution. Try to take his **Head** as you run toward the nearest shadow. The cover along the walkway is great for hiding; the short walls that jut out from the back wall allow you to duck from sight, and then enter the shadows undetected.

The new squad released into the courtyard is a tight knit group of Wardogs. They are more difficult to separate than the last group. It's best to enter the building to keep the executions more private. There are three entrances to this area. One is straight ahead from the bottom of the stairs (to the left of your starting position); the other two doorways are to the right (from the bottom of the same stairs).


MINI DV
Painkillers
If you head from the bottom of the upper walkway steps to the large nook at the far left and off the path, you can find a bottle of Painkillers and a can.
SP LP

Once you're inside the building, find the room with the stacks of boxes and a **Brick**. You can hide in a large shadow in the corner behind the stack of cardboard boxes. If you don't have a lure item, take the Brick from the opposite corner. Stand in the shadows and beat on the walls to lure the hunters into your kill zone. Usually only one hunter will arrive when inside this room. Use the lure item to make him turn his back toward you, then execute him with the Machete. Return to your shadowy corner and repeat this tactic until you have executed all three hunters. These guys are packing, so you'll have a **Shotgun** and some extra shells when you're done with them.

You now have a new objective: Enter the apartment section of the building and find Ramirez. Before you exit your block of the apartment, look in the kitchen for a bottle of **Painkillers** and a **Plastic Bag**.

Enter the large open courtyard and find the blue door behind the rusting old car chassis. You'll hear voices as you approach the door. Don't worry; these are hunters inside the building and not someone creeping up behind you. Select the Shotgun and push through the door.

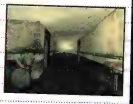
VHS FLOOR 1

Strafe up against the right wall as you enter the apartment building, and move toward the first corner. Peek around to spy two hunters in the hallway. Then pop out and shoot the nearest foe in the melon. The hunter at the end of the hallway will not be lured from his position. To conserve ammo, dash forward through the fallen hunter's **Shotgun** and into the room on the left. Exit this room through the door at the far end, and you'll be able to attack the other guy from behind. Use a Gruesome execution with the Machete to increase your Style Points and to save ammo. The first Save Point is at the top of the first flight of stairs.

MINI DV

Infiltration Tip

Each floor is arranged in basically the same way: you walk up the stairs, turn left and then reach a T-intersection at the end of the first hallway. There's a dead-end room to the right, to the left is the continuing floor. As you explore new floors, never worry about what is to the right at a T-intersection; always keep your eyes on what lies to the left as you approach these intersections. It could save your life!



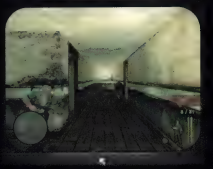
MINI DV

Executions vs. Shooting

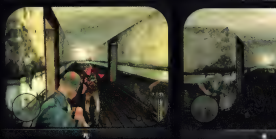
The quickest and easiest way through the apartment building is to shoot your way through. Beware that shooting alerts up the hunters on different floors and they will occasionally investigate.

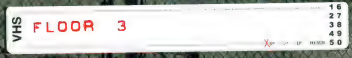
VHS FLOOR 2

Strafe up to the first corner along the left wall on the second floor, then peek around it. You'll see a single hunter patrolling the floor (or you may catch him while he's in the room on the right). If you beat on the wall, you will alert this hunter and three others from the floor above. One hunter from above will investigate.

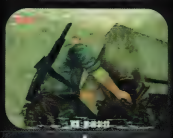


Lure the hunter while up against the wall, then whip around the corner and blow him away. Take his **Shotgun** and wait for the single replacement hunter. Show him the same hospitality. The room on the second floor is empty, but the overturned bed provides great cover.

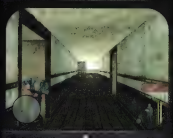




Peek around the corner before heading up the stairs to the third floor. The hunter at the top usually has his back facing you or shows his left side as he faces the upstairs hallway. Walk slowly up the right side of the stairs and approach him from behind, then execute him with your Machete.

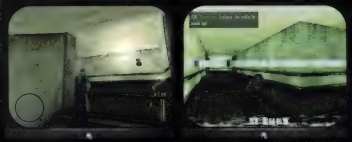


Proceed around the first corner. You'll see a Machete-wielding hunter at the end of the hallway and an open room to your right. Inside the room is a bottle of **Painkillers** behind an overturned bed (along with a couple of decapitated, hanging bodies). You can use the overturned bed as cover as you make noise to attract the hunters. Lure the three Machete-wielding hunters into the room and blow them away.

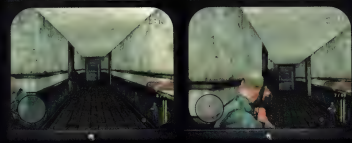


Run toward the T-intersection, then strafe to the corner against the left wall. Hit the wall, and a Wardog with a Shotgun comes running. Wait until he's close, then whip around to shoot him. Two more Shotgun-toting hunters come to avenge his death from the floor above. Remain against the wall at the corner and show them no mercy. Take their **Shotguns** and head to the room near the stairs on the right. There's a bottle of **Painkillers** inside. Exit the room and head up the stairs to the fifth floor.

Another cinematic begins as you run toward the T-intersection on the fifth floor. A text message suggests you kill Ramirez before he calls for back up! Ramirez is seen running out of a room on the floor below. A clock appears in the top-left corner of the screen and begins to count down from two minutes and 30 seconds. If this clock expires, Ramirez's back up will arrive. This consists of two hunters equipped with Sniper Rifles—not a huge threat, but they run fast and locate you rather quickly.



Continue through the hallway on the fifth floor to take out the single hunter. Retrieve his **Shotgun** and enter the open room.

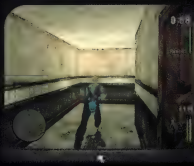


Inside the room you can find a bottle of **Painkillers**, a **Sniper Rifle (Scoped)**, and **Rifle Bullets (6)** near the large hole in the wall. Eventually, you'll be able to snipe shoot through this hole at hunters in the courtyard below, but they're not down there yet.

it's best to hang onto the Shotgun and chase Ramirez out of the apartment building, then return to this room to snipe shoot him later. If you allow time to run out before you chase Ramirez, the two sniper hunters will find you. You can easily lure them into the room one-by-one and blow them away with the Shotgun.

While chasing Ramirez, you quickly realize that additional hunters now populate the floors. Be quick, but not careless, as you shoot the new arrivals. Continue to peek and shoot from around corners. Always try to attract the hunters from below to your floor before walking into an ambush. Take their **Shotguns** as you progress—some of them occasionally drop **Painkillers**.

If you are playing in "Fetish" mode, Ramirez can be tracked by watching the green blip on the radar. His health is indicated on a green health bar in the top-left corner of the screen. You cannot catch up to him inside the apartment building; he will always remain one floor ahead of you.



Once you've made it to the first floor and see that Ramirez has made his way outside, turn back and head up to the fifth floor, then enter the Sniper Rifle room. Swap the Shotgun for the Sniper Rifle and head for the large hole in wall. Look down into the courtyard with the scope activated.

Press the L1 Button for the scope. It's dark and Ramirez is difficult to find, but not impossible (try cranking up the brightness settings). Take some time to look on the raised pathway where you started the mission. If you chased him out of the building, he will appear behind some clothes hanging on a line, so you won't see his silhouette. Look carefully and pop any hunters you see. Ramirez is the one wearing the beret. One head shot will do him in.

Once you've wasted Ramirez, all you must do is reach the exit. Keep an eye out for stragglers. Sniping Ramirez from the fifth floor often draws the remaining hunters toward you. Show them no mercy as you exit the apartment complex.

When you reach the courtyard, head to the right. Follow the path between the raised walkway and the other apartment block. Turn right at the end of the path and walk up to the wooden gate to complete the mission. Cash has escaped the Cerberus guards and is now a free man!

In a cinematic, a car pulls up and the reporter screams for Cash to enter her car. As they race away, she explains that she was at his execution and that she's been following Starkweather's operation for months! She goes on to say that Starkweather is on to her, and that she needs to get the evidence from her apartment and get out of town.

MMM DV

Alternative Strategy

The alternative solution is to run out into the courtyard with the Shotgun and try to outgun Ramirez and his trigger happy hunters. Death is almost assured. Try clearing the halls using the Shotgun then returning with the Sniper Rifle to get a closer view from a shadow near the building's exit. This wouldn't keep Romero's men from shooting at you after the first shot has been fired, so aim well!

SP LP

MOVIE REVIEWS 90

DESCRIPTION: Press Coverage

Pulling at the strings of the corrupt Career City Police, Starkweather orders the cops to surround the reporter's apartment and secure the surrounding streets. Anticipating the ambush, Cash has the journalist stop the car two blocks from her home.

BETA NTSC PAL SECAM

DV

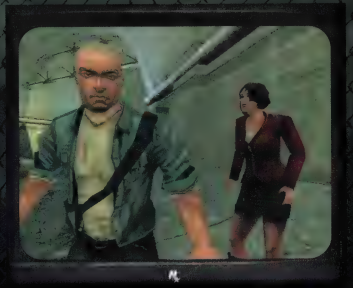
Refresh Your Commands

If you leave the reporter aside for a length of time, she will get spooked and come running to you no matter where you are—she's better at finding you than the hunters! This could spell trouble for her if you're in a middle-of-a-gun-battle when leaving the reporter to perform a lengthy task. command her to follow and then stay again to allot sufficient time to operate alone.

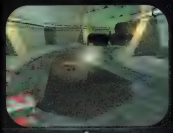
SP LP

TK 28 GE 5 CT 25

VHS THE FIRST TWO COPS



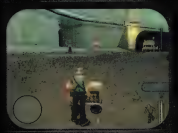
Command the journalist to remain in a shadow before reaching the large hole in the middle of the street, then take the nearby **Crowbar**. Enter the hole and turn on the gas-powered generator.

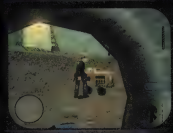


VHS TAKE THE JOURNALIST TO HER APARTMENT

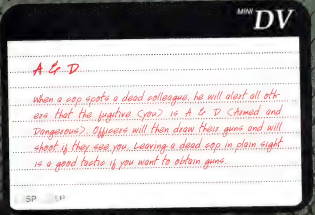
This mission is similar to the "Drunk Driving" mission where you escorted the tramp to the graveyard. You command the journalist exactly as you did the tramp. The green bar in the top-right corner indicates the journalist's health. You can make her run over **Painkillers** if it becomes dangerously low, but that should not be an issue if you follow this strategy.

Duck into the small sewage pipe to the right of the generator. Then hide in the shadow as a single cop comes to inspect the noise from the engine.

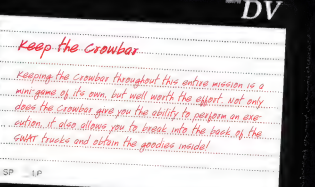




As soon as his back is to you, exit the sewage pipe and clock him with the Crowbar (execution style). You don't have much time for a special execution; he turns around rather quickly.


MINI DV
A & D
When a cop spots a dead colleague, he will alert all others that the fugitive (you) is A & D. Armed and Dangerous? Officers will then draw their guns and will shoot if they see you. Leaving a dead cop in plain sight is a good tactic if you want to obtain guns.
SP UP

Pick up the body of the downed officer, walk over the **Brick** at the edge of the hole, then drop the body somewhere on the street near the stack of pipes and the metal shed. Hide in the shadows inside the metal shed and bang on the wall with the Crowbar. This attracts the second cop.


MINI DV
Keep the Crowbar
Keeping the Crowbar throughout this entire mission is a mini-game of its own, but well worth the effort. Not only does the Crowbar give you the ability to perform an execution, it also allows you to break into the back of the GMAT trucks and obtain the goodies inside!
SP UP

When he sees his buddy on the ground, he pulls out his Revolver and alerts the rest of the police force that you're armed. Sneak up behind the cop, then smack him with the Crowbar, but don't take his **Revolver**. To make this swap, you'd have to give up your Crowbar...

Return to the reporter (the green blip on the radar) and command her to follow you past the patrol car and into the very large shadow in the corner of the building to the right. Position her deep within the shadowy corner.

Run toward the **Bottle** near the dumpster. Bang on this giant trash receptacle with your Crowbar, then sprint back to the large shadow where you left the reporter.

Hit the wall in the shadows to draw the first cop into your area. Throw the Brick toward the squad car (not into a shadow) and strafe around to the cop's back. Perform a Gruesome execution with the Crowbar as he inspects the lure item. Repeat the same procedure to lure and execute the second cop; you may have to knock on the edge of the wall past the dumpster to coax him. There are four more officers around the corner, but none of them will leave his post.

Stand over one of the dropped **Revolvers** and swap out the Crowbar for the gun. Remember where you left the Crowbar. Walk over the gun dropped by the other officer. By this time, the Revolver near the pit (dropped by the first officer to draw his weapon) will have faded, but it's worth the trek to check.

Command the reporter to follow you across the street to the large box-truck near the *Video* store. Leave her in the large shadow along the sidewalk beside the truck. Then run down the street to the closest patrol car where the next four officers patrol. When you reach the car, duck down.

Strafe back and forth along the side of the police car to get a good shot at the four officers. There are two directly ahead of you and another two on the sidewalk across the street to the right. Try to make the closest two your priority. One officer usually moves in for a closer shot. Try to take him out with a head shot to speed things along and to save ammo. If you run low on ammo, you can retrieve the guns dropped by the two closest policemen.

Once the two nearby cops are down, run across the street and hide behind the dumpster for cover as you take out the remaining pair. If your health is good and you're feeling cocky, you could just rush the men to score head shots before they do you much harm.

Return for the journalist and the **Crowbar**. Take the Crowbar to the back of the SWAT truck, crack the backdoors open, and take the **Painkillers**. Then swap the Crowbar for the **Heavy Handgun** in the back of the truck. Lead the journalist into the apartment building across the street to reach the first Save Point.

VHS APARTMENT INFILTRATION

16
27
38
49
50

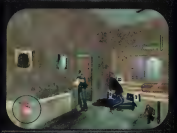
DIE AND THE DOOR LOCKS!

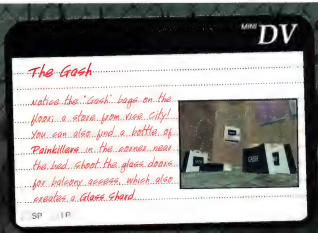
If you die inside the apartment during the ensuing shootout, you will not be able to return outside; the apartment complex entrance locks! This means you will unable to exit to swap the Heavy Handgun back for the Crowbar!

The cops you hear upstairs cannot be lured downstairs, so leave the reporter on the first floor. Walk slowly up the stairs and strafe sideways, facing the left as you round corner at the top of the stairs. You will catch the Shotgun-toting cop near the open doorway. Aim up for a head shot and take him out. The gunfire alerts another rogue cop who bursts into the hallway, firing his weapon. Greet him with a head shot.

Run across the open door to secure the **Shotgun**. Strafe up against the wall near the open doorway and peek into the next hallway. You can sometimes lure a couple of cops out of the two rooms at the end of the short hallway. Whip around with the Shotgun (it has four rounds) and blast them when they appear.

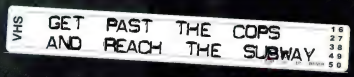
Enter the hallway and strafe sideways as you try to get a glimpse inside the first room (the one on the left). Run into the room with your Shotgun ready, then blow away the cop inside before he knows what's happening. Take his **Shotgun**. If you were unable to lure the two officers into the previous hallway, you will find them here. When you fire weapons in this room, the cops from the next room will sometimes come to investigate, so be prepared and watch the door.




MINI DV
The Gash
native the "Gash" bags on the floors o stores from Kiev city! You can also find a bottle of Painkillers in the carnie near the bed. Shoot the glass doors for balcony access, which also contains a glass shard.
SP
LP

The balcony leads to the backdoor to a second room across the hall. You can sometimes head this way to draw one of the officers onto the balcony from that room. If it looks like no one will take your bait, then strafe against the wall up to the glass door and start shooting into the room. Once you've defeated the cops inside, take the **Shotgun** from the deceased officer and head back downstairs.

Before you take the reporter up to her room, head back outside, swap the Heavy Handgun for the **Crowbar** (in the back of the SWAT truck), and return to the reporter. Have her follow you into the apartment's kitchen (the room on the right). The journalist will unlock her office and take the incriminating file. At this point, you no longer need to take care of her.

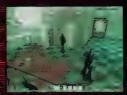


After parting ways with the reporter, you'll find yourself on the fire escape outside her apartment. Climb down the ladder and make your way to the end of the first alley.

The door on the left is unlocked, and there's a bottle of **Painkillers** inside. Approach the Save Point outside the door at the end of the alley. During a short cinematic, a radio dispatch voice tells the cops to seal the perimeter and inform them that snipers have been deployed. The two officers in there begin to make their way toward you down the next alley.

CROWBAR WARNING!

There are more doors to break into during the next stage of this mission. If you want to break into them, you must get the Crowbar before you take the reporter up to her room.

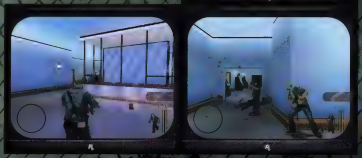


Run into the shadows behind the dumpster and strafe up against the wall where the **Bottle** is located. Peek around the corner, then throw the Bottle at the wall across the alley and shoot the officers as they inspect the lure item. One cop had a **Shotgun** and the other packed a **Revolver**. Take the Shotgun and leave the Revolver—if you're still holding the Crowbar.

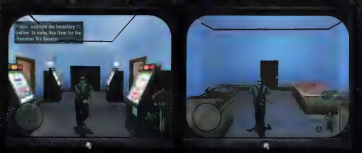
Use the Crowbar to break into the SWAT truck in the street. Inside you'll find **Painkillers** and another **Shotgun**.

Walk down the street, sticking to the right sidewalk. As you approach the Chips Casino at the end of the first street, a short cinematic shows a sniper take position on the balcony above the casino's entrance. If you cross his sights, he will open fire.

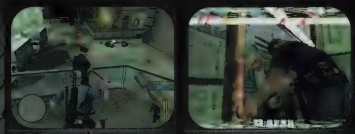
Walk along the right sidewalk, past the parked truck, and enter the casino. Run forward, beyond the **Painkillers** and the large ticket booth, then continue your sprint up to the door. Run to the next room and shoot the cop before he can get a shot off. Back up and hug the corner wall, then wait for two more police officers to pour in from the next room.



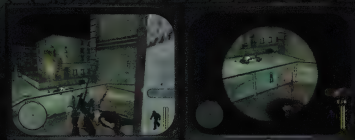
Run through the slot machine room, up the stairs, through another game room, and up another flight of stairs. Push through the wooden door at the end of the next room and silently push through the metal door to the sniper's balcony.



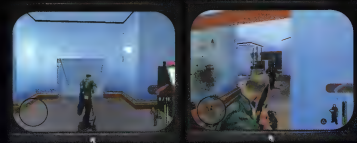
Sneak up behind the sniper and perform a Gruesome execution with the Crowbar. Swap out the Shotgun for the **Sniper Rifle**, then back up a few steps away from the edge of the balcony. Four cops will take position on the street below. Backing up from the edge of the balcony makes it harder for the two cops directly below to shoot you.



Aim for head shots; there are six rounds and four cops, so you can afford to miss only a couple of times. It takes two rounds to put a man down if you don't aim for his head. Take out the two cops behind the patrol car first, and then move closer to the edge and shoot the duo near the front of the casino.



Quickly swap the Sniper Rifle for your **Shotgun**, then run back through the casino and try to beat the newly deployed cops to the foyer. Don't actually enter the first room; instead, stand at the doorway of the previous room and whip around the corner to blow the unsuspecting cops away as they try to infiltrate the casino.



Once you've taken care of the three new cops, return upstairs and swap the Shotgun for the **Sniper Rifle** (even if you have no rounds remaining). Head back through the casino and return to the streets.

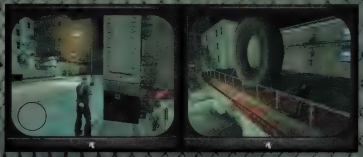
Proceed down the street from the Casino and crack open the back of the SWAT truck on the right. Inside you'll find **Rifle Rounds (6).** Bust open the SWAT truck on the left to score a bottle of **Painkillers**.

The yard with the concrete wall to the left of the SWAT trucks leads to another bottle of **Painkillers**. The mattress ramp allows you to climb over the wall. If you choose this route, you could scale the fire escape and take out the second sniper on the Tyson Tyres rooftop. However, escaping the remaining cops can be tricky. There's an easier way…

VHS

THE SECOND SNIPER

Head down the street from the SWAT trucks (where you found the sniper ammo), and stick to the sidewalk on the right. As you turn the left corner, you'll come to a dark dead-end alley on the right. This is a good place to snipe, but walk to the end of the building for a better view if you want to get even closer to the target.



Stand on the sidewalk and shoot the sniper on top of the Tyson Tyres building across the street one block away. He stands next to the large tire on the rooftop; you can see his red laser sight searching the street below. Try to shoot him in the head, then duck into the shadows of the alley.

Two cops will run from the end of the street and inspect the alley. Wait for one to leave, then creep up behind the second to execute him with the Crowbar. Return to the darkness of the alley. Lure the second cop into the alley and shoot him in the head from the shadows.

Exit the alley and make your way across the street, near the sidewalk dumpster. Use the Sniper Scope to locate the last officer in the Subway doorway (across from Tyson Tyres). Pop him in the head, then enter the building to complete the mission.

MINI DV

Shotgun Swap

To make things easier in the next level, swap the Sniper Rifle for the last cop's shotgun before you enter the Subway station. You can also retrieve previously dropped shotguns to increase your ammo reserves if you don't mind the possibility of losing the Time Bonus.

SP LP

MOVIE REVIEWS 90

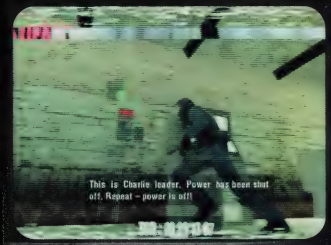
DESCRIPTION:

Wrong Side of the Tracks

The cops and SWAT teams dispatch to the subway. The power to the subway train is immediately shut off to further complicate Cash's escape.

525/60
525/60

BETA NTSC PAL SECAM

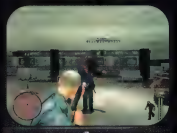


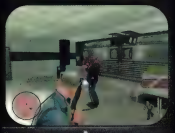
VHS RESTORE POWER TO THE RAILS

VHS SUBWAY TERMINAL

TK26 GEO CT7 REC SAVE

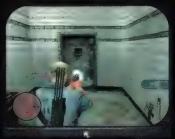
Rush into the room and shoot the two patrolling police officers. Try to catch the one on the left before he enters the personnel room. If you still have the Crowbar, swap it for the dropped **Revolvers**.





Enter the small personnel room and find the **Painkillers** next to the green shelf. Be quiet, a cop with the Submachine Gun is in the next hallway. Silently slip into the hallway and pop him in the head. Use the Revolver to blast the lock from the subway tunnel door, then swap the Revolver for the **Submachine Gun**.

Take the **Brick** near the trash-can if you don't have a good lure item, then push through the door and enter the subway tunnel.



VHS SUBWAY TUNNEL

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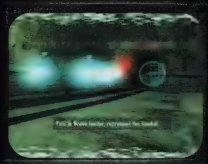
As you approach the area where the tracks merge into the tunnel, a cinematic shows three SWAT members with lights running toward you from deeper inside tunnel. It also reveals another three entering the subway down the same set of stairs you used to enter the subway.



Mini DV

Got Crowbar?

If you still have the Crowbar from the previous mission, you can enter the hallway from the tunnel and execute the man in the first hallway, turn the corner and execute the second man in the hallway, then enter the train room and execute the third without alerting a soul.

VHS BACK INSIDE

16
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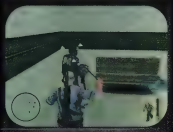
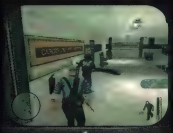
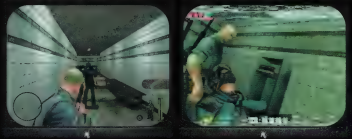
When control returns to you, head back to the previous door and silently re-enter the hallway. You should see a SWAT officer in the hallway; don't mess with him yet. Instead, enter the main terminal where the train is, and plug the SWAT team member in the head with a single Submachine Gun round. Quickly hide in the shadow behind the column beside the soda machine and the small concession stand.

Four or five SWAT team members will infiltrate the terminal and connecting hallways. If you don't have the Crowbar, you can take care of things by playing it cool and killing the last SWAT guy to leave the terminal, then re-enter the shadow behind the column, lure another into the room, and kill him as he leaves. You should be able to get all but one of the SWAT guys this way.



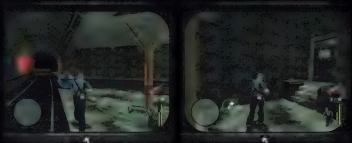


Collect all the **Submachine Guns** and return to the hallway near the tunnel door. Firing a weapon in the hallway draws any remaining enemies into the room. Stand back around a corner, then whip around the wall to take them down with the Submachine Gun. Make sure to pick up the **Shotguns** + **Lights** these guys drop. Be warned, though—your presence will be detected when you target an enemy with the lighted Shotgun. The light turns on as soon as you press the L1 Button.



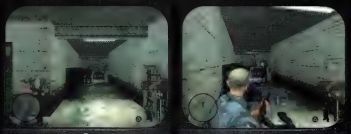
VHS BACK IN THE TUNNEL

Run through the subway tunnel. When you reach the three-way fork, proceed down the left passage. Just before the dead-end (all three tunnels end after approximately the same distance), you reach a Save Point on the platform to the right. Be careful, there may be a SWAT officer waiting for you around the corner who will unload his Submachine Gun on you on sight. Walk quietly into this area to keep the enemy inside the control station. There are **Painkillers** near the door that leads inside the control station.



VHS CONTROL STATION

Silently enter the room structure and peek around the left corner. Two more SWAT officers patrol the end of the hall. Hit the wall to lure them toward you, then swing around the corner and start shooting. This alerts three more members of the SWAT team, who enter through a door in the back. Remain in your position and continue to whip around the wall to mow 'em all down.

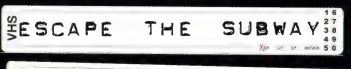


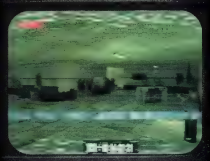
Follow the hallway where the SWAT guys were coming from, then take the first hallway to the left (near the soda machines) and enter the room marked "Control Room" at the end of the hallway.

VHS CONTROL ROOM

Use stealth to enter the room and creep up behind the SWAT guard. Shoot him in the head or execute him. Find the **Painkillers** in the next room and look for the flashing red light along the back wall. Pull the toggle switch to restore power to the tracks. If you need more health, exit the control station through the backdoor, then head to the locker room at the end of the center track to find some **Painkillers**.

You encounter three more SWAT officer on your way back through the tunnels to the original subway terminal. They patrol each passage, so there's no way to avoid them. Rile them up by shooting at them, then have them chase you into the control station. This avoids a situation where you may be surrounded in the tunnels. Use the wall-strafing maneuver to whip out and shoot the opposition. Once all three are dead, the entire map is clear of enemies. Run back to the terminal and enter the train to complete the first half of the mission.

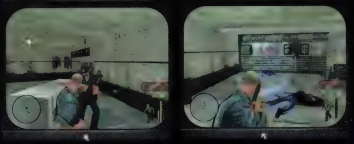




The subway train transports you to a new junction near a train yard. You must now fight your way through the station on your way up and out of the subway and into the yard.

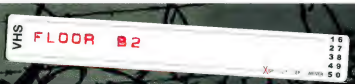
Painkillers are available on the short hallway as you exit the train. The next Save Point is further down the hallway.

Silently push through the door to the terminal and execute the officer facing the train. Another one stands hidden between the column and the train, but you can achieve the execution and run from him before he does you any harm. Duck behind a column, then open fire on him.

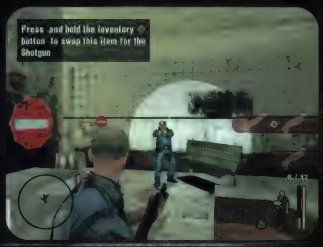


The gunfire will attract two more officers from the floor above. Pop them as they approach the bottom of the stairs.

Approach the stairs, but don't stand in front of them; a shopping cart is tossed down and it will inflict damage if it hits you. Find the **Painkillers** near the stairs, especially if the cart nails you.

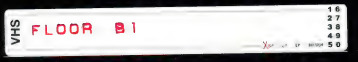


The third cop maintains a post at the top of the stairs. He cowers behind a concession stand. Charge him with the Shotgun and take off his head. The gunfire draws the attention of more officers from the next room.

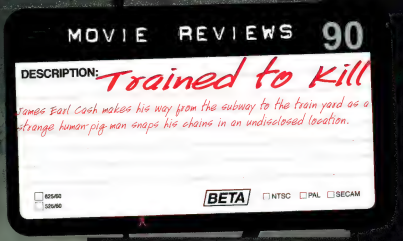


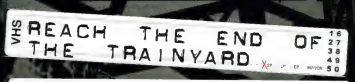
Walk through the left hallway and duck into the closet to the right—just beyond the swinging gates. There's a bottle of **Painkillers** inside the small closet. If you haven't already alerted the three cops in the area, do so now from in the closet.

You might get lucky if a cop tries to infiltrate the closet. This makes him an easy target, since you can easily score a head shot before he can even pull the trigger. Otherwise, stand facing the door with the L1 Button pressed, then press the X Button to kick the door open. Start shooting anyone who procures a target lock. When the coast is clear, exit the closet. Take the **Shotgun** and rush up the stairs to the next floor.



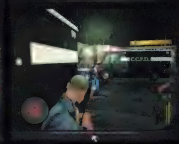
Another cop takes cover behind a concession stand. Rush to the top of the stairs and blow him away. If you take him from the right, you can catch him before he turns to shoot. Take his **Shotgun**, then quickly ascend the next set of stairs to complete the mission.


MOVIE REVIEWS 90
DESCRIPTION:
Trained to Kill
James Earl Cash makes his way from the subway to the train yard as a strange human pig-man snaps his chains in an undisclosed location.
BETA
NTSC
PAL
SECAM

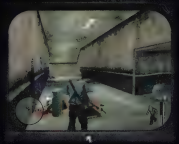


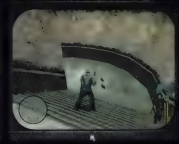
Walk to the end of the hallway and pick up the **Wire** near the trash bag. Quietly climb the stairs, then wrap the Wire or Crowbar around the neck of the officer who stands with his back turned.

Pull out the Shotgun and start unloading on the two remaining officers outside. Use the SWAT trucks as cover. The third cop maintains his post inside the train station. Just rush in and blow him away as he stands behind the park bench in the hallway. Return to the SWAT trucks if you have the Crowbar with you. There's a **Bottle** inside one truck, which may explain why they're such lousy guards, and **Painkillers** can be found in the other. There's another **Wire** in the corner near a large yellow "Exit" sign. If you don't have the Crowbar now, then you'll find one in a few minutes and can return to crack the trucks open.



Find the **Painkillers** behind the park bench that the officer was using for cover. Then head down two flights of stairs to the lower floor.





MINI DV

The Basement and Below

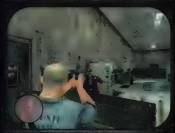
In this chapter, we use "B" to identify the Basement level. We've named the subsequent lower levels accordingly, the further you descend beneath the Basement B1, B2, B3, B4, etc.

SP LP

VHS FLOOR B1-B4

1 6
2 7
3 8
4 9
5 0

Once again, a cop cowers behind a park bench. Charge over there and blow him away, then head outside through the arched doorways to the right and sneak up behind the unsuspecting SWAT guy outside. Execute him. If you need a Melee weapon, use the **Metal Bat** in the station on level B2. Blowing away the cop on the lower level adds another kill to your score, as well. The lower room (B4) holds an **Ammo Clip (30)** for the Submachine Gun (the SWAT officer carries this weapon).

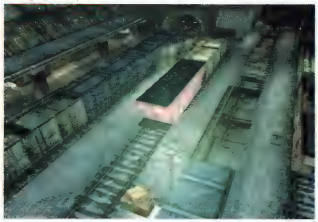


Outside, where the SWAT guy lies, there's a small dead-end alley with a **Crowbar** in the back corner. Take it if you don't already have one—you need it to break the lock on the fence beside the blue train car. Pass through the gate to reach a Save Point in the shadow of a train car.

VHS TRAIN YARD 1

1 6
2 7
3 8
4 9
5 0

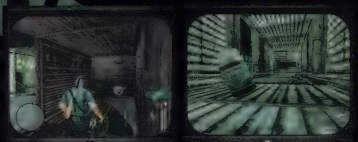
AREA MAP



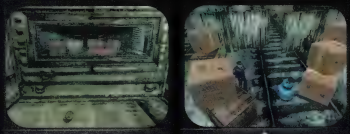
AREA MAP

You don't need to perform any executions in this mission to score Style Points. Besides, it's very tough to achieve—walking on the gravel around and under the tracks is noisy and will alert potential victims. You must sneak around on the light-colored gravel (between the tracks). You can lure the cops to a kill zone (the large shadow in the corner near the Save Point is a good location), but this takes time; several cops patrol the first yard and they stick together when you make a noise. Running around blowing them apart with the Shotgun or Submachine Gun is the quickest and easiest way through the yard.

There are two open train cars in the first yard. One can be accessed from the far side of the yard. Walk along the gate and up a ramp into the rust colored "Shock Control" car. There's a **Can**, a **Wire**, and a bottle of **Painkillers** inside. The other open car is blue and it's on the far-right side of the yard (as you entered), near the slightly barricaded entrance to the next yard. You'll face stiff resistance here. There are **Painkillers**, a **Bottle**, and a **Wire** inside this car.



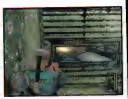
Head back toward the front of the car and find a peephole that you can shoot through. You can use this slot to target the guards behind the barricade near the entrance to the next yard.



90

DESCRIPTION: Propane Tank Shot

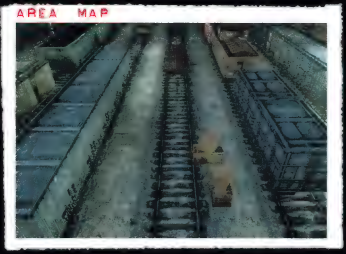
Enter the blue train car near the barricade to the second train yard. A number of cops defend the entrance. Point your weapon through the peep hole in your car and take aim at the top of the blue propane tank in front of the police barricade. One shot ignites the explosion and takes out (or seriously injures) all the cops inside the barricade! It's better to shoot it from inside the train car, so the cops have a harder time targeting you.

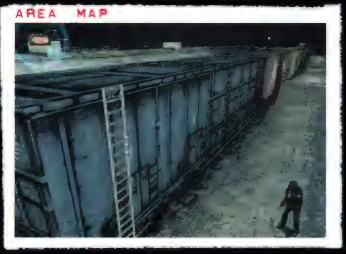


32x48
32x80

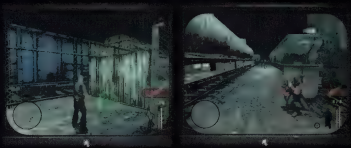
BETA NTSC PAL SECAM

There are eight to ten cops in the first area, including the officers behind the barricade. Sometimes additional cops arrive from the next yard. Once you've cleared the first yard and retrieved all the goodies, head through the barricade.

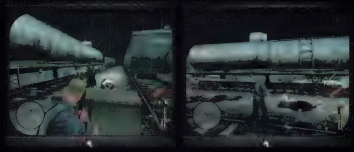




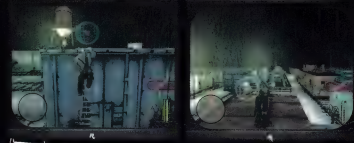
As you enter the second train yard, locate the **Plastic Bag** in the right corner. It's easier to head up through the yard along the left fence, alert the five cops, and then retreat to the stacks of crates or behind the electrical box. Strafe against the box and hit it with the butt of your Shotgun.



As the cops come to investigate, whip around and plug 'em. There's enough space between new arrivals that you will not be outgunned. Pick up their **Shotguns** and (sometimes) **Painkillers**, then continue forward along the center track.



Head around the right side of the first train car (blue) and climb the ladder on the center track. The second Save Point is on top of the car. Text messages explain how to jump from one car to the next. To accomplish this, hold the run button as you pass over the gaps and Cash will automatically jump. Leap to the second car and take the bottle of **Painkillers**.

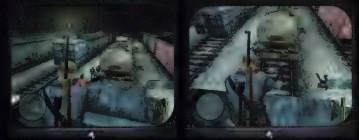


The third car has a hole in the rooftop. Drop down inside and you'll land directly on top of a **Sniper Rifle**. Exchange your Shotgun or Submachine Gun for this weapon.

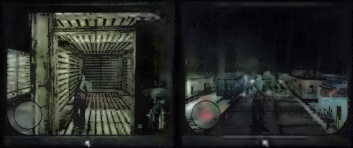
The Sniper Rifle has six rounds, and you need every one of them—so don't waste a single shot! Return to the blue car, then climb the ladder and access the top of the train cars once again. This time, jump all of them in the row until you reach the last car at the gates of the third and final train yard.

While on top of the last car that overlooks the third train yard, stand back a couple body lengths from the end of the car. This way, when the SWAT team rushes the gate, they won't be able to see you. Locate the first SWAT officer in the next yard. Use the scope and snipe him in the head. You have six rounds and six guys to shoot, so don't miss.

As you fire off the first round, the others come running. They will not fire back at you from your standoffish position on the car. Nail them as they approach, or as they slowly walk away. Just don't move any closer to the edge as they stand at the gate; they'll quickly tear you to shreds with their Submachine Guns. If you exhaust your sniper rounds, use the Revolver or Submachine Gun and Free Aim (L1 + R3) to obtain head shots.

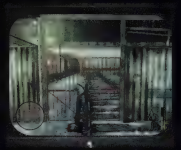


Return to the train car where you found the Sniper Rifle, then jump through the hole and swap the Sniper Rifle for your old Shotgun. Before you head for the rooftops again, you can find **Wire** and an **Ammo Clip (30)** for the Submachine Gun in an open car to the left, behind the Sniper Rifle car. Use the access ramp to enter, then climb the ladder and jump from the last car over the gate and into the last train yard.



If you left any survivors from your sniping rampage, move around and take them out with the Shotgun. There are no open cars in the last train yard. Proceed to the end of the yard and find the padlocked gate. Look to the right, behind the nearby car, for the Crowbar (unless you still have yours), then return to break the lock. Enter the yard beyond the gate to end the mission.

During the ending cinematic, the SWAT team surrounds Cash, but the Cerberus make a surprising rescue. They mow down the SWAT officers in a hail of machinegun fire, then seize Cash and take him to the next scene.



MOVIE REVIEWS 90

DESCRIPTION: **Border Patrol**

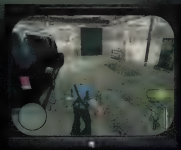
Our dear journalist is outside Starkweather's mansion with a mobile news team and press choppers hovering in the sky. Starkweather refuses to comment on her allegations, and his future in directing is uncertain. Meanwhile, Cash is dumped in a garage far behind the mansion. Piggy, wielding a chainsaw, is heard nearby and the Cerberus guards take off to investigate the noise.

525/60 525/60 BETA NTSC PAL SECAM

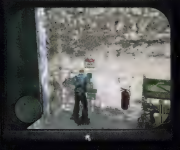
VHS FIND THE CELLAR ENTRANCE TO THE MANSION 1 6 2 7 3 8 4 9 5 0

VHS GARAGE BUST-OUT 1 6 2 7 3 8 4 9 5 0

You begin this mission inside the mansion's garage, stripped of all weapons and items. Look around the room to find a couple **Bottles** near a corner shelf, a sheet of glass that can be broken for a **Glass Shard**, and a **Wire** in the opposite corner. Make sure to take the Wire or the Glass Shard before attempting the next task.



Find the garage door button in the corner near the right garage door. When you press it, the door lifts and allows a Cerberus to enter. Perform a 180-degree turn and watch as the Cerberus jogs right by without even seeing you.



As soon as he passes, you start moving behind him at a silent pace. You have plenty of time to perform a Gruesome execution before he turns around.

TK20 GETOCT20 REC SAVE

After killing the first guard, take his **Heavy Handgun** and grab whatever melee weapon is left—the Wire or Glass Shard. Head outside and enter the shadow under the tree near the entrance to the next yard. Make noises to attract the closest Cerberus guard. When it's just the two of you, sneak up behind and execute him (or shoot him in the head), then retreat to the garage. Make sure you grab his **Heavy Handgun**.

Lure the last three guards into the garage while taking cover behind the back doors of the truck. Use the remaining melee weapon and execute the last one to leave. Take the **Heavy Handgun** and plug the last two guards.

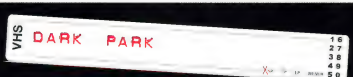
VHS BACKYARDS

Find the **Crowbar** behind the garage. You can come back for the Heavy Handgun, but it won't really be necessary if you follow our strategy. Leave the garage yard and ascend the hill in the following yard. There's a **Glass Shard** in the small utility shed, and a locked gate and a Cerberus guard with a Shotgun beyond this location. Walk around the bush-and-statue object, then approach the guard from behind and execute him with the Glass Shard or Crowbar. Use the Crowbar on the padlocked gate to access the next yard.

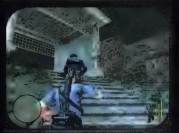
GAME DV

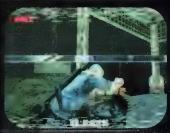
Shoot the Padlock

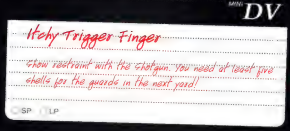
You can also shoot padlocks from doors and gates instead of using the Crowbar. However, leaving the Crowbar behind makes it very hard to perform multiple executions.



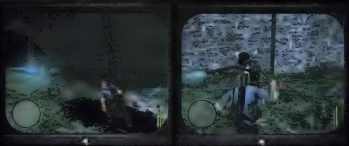
As you push through the unlocked gate, work your way around the tall hedges and enter the shadow of the first tree you come to. Either wait for the hunters to separate on their patrol routes and follow them for an execution, or hit the tree to draw them toward you. When the guards split up, execute the most accessible Cerberus with the Crowbar.






MINI DV
Itchy Trigger Finger
"show restraint with the shotgun. You need at least five shells for the guards in the next yard!"
SP LP

Execute or shoot the final guard and take the **Shotguns** from the fallen. You should have about nine rounds. Find the **Glass Shard** on the tall mound in the center of the yard. Then follow the path out of the yard to the left of the stone portico. The first Save Point is in the small alley of tall hedges. Note this location; you will retreat back into the dark yard and strafe against the corner of the bushes that open into the Save Point pathway.



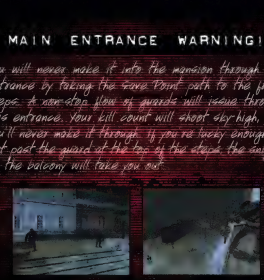
Just before you reach the Save Point, a cinematic shows a guard on the balcony of the mansion deploying more troops into the backyard. The sniper on the balcony swears no one is coming through the backyard entrance below. He's right; you cannot get through that way, but there is another entrance—more about that later.

Quickly pass through the Save Point and take the first possible left around the hedges. Stop just before the arched entrance into another section of yard where several patrolling Cerberus are gathered. Strafe against the shrub wall and knock on it, then take off running past the Save Point and around the left corner. Stop at the corner shrub and press your back against it. Knock on the shrub to attract the troops to your position.

You must have at least five shells in the Shotgun; there are no less than five guards to shoot. As they reach the small step only a few feet away from your corner, whip around and blow one of their heads off. Then duck back and wait for another. Hopefully, they will arrive one at a time. If more than one Cerberus approaches at once, shoot earlier so they don't out-gun you while in your face. Once all five guards are dead, pick up the dropped **Assault Rifles** (trade the Shotgun), reload, and pick up the final rifle. You should have 30 rounds loaded and 10 in reserve.

Head back to the area where most of these guards originated. Find the **Glass Shard** under the metal frame gazebo. Continue following the back wall to the back-right corner. Be quiet as you approach the next wall, then walk down the left side of the stone steps. The Cerberus guard at the bottom continues to look away—unless you make a Glass Shard or the Crowbar to kill him. He packs a **Shotgun**, but don't swap your Rifle for it.

There are two guards patrolling the hedge maze and a couple more in the yard to the right of this labyrinth. The latter two only come around through the previous yard to attack if you start shooting.


MAIN ENTRANCE WARNING!
You will never make it into the mansion through the entrance by taking the fore front path to the front steps. A non-stop flow of guards will issue through this entrance. Your kill count will shoot sky high, but you'll never make it through. If you're lucky enough to get past the guard at the top of the steps, the snipers on the balcony will take you out.

Infiltrate the maze and gun down the two patrolling Cerberus guards (executions are difficult; the noisy gravel gives you away). You could also head back up the stairs, make some noise, and shoot the maze guards through the mesh along the stairs. This often attracts guards from the yard to the right, so watch your back. The Cerberus will not see you through the mesh, and will not fire (unless they see you through the gap where the mesh meets the wall).

VHS THROUGH THE HEDGE MAZE

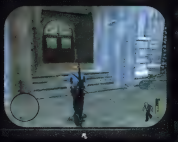
AREA MAP

If you're running low on Assault Rifle rounds, swap out the rifle for your original Shotgun for more rounds. From the stairs before the maze, follow the gravel path to the right. Take the first possible left path, then turn right on the next one. This path leads to a second entrance to the back of the mansion. As the maze opens before the steps, look back inside the maze to the left. You can follow a path around to reach the center and find a hidden **Save Point**! This is very important at this stage of the mission.

VHS MANSION INFILTRATION: SNIPE HUNTING

Once you make it up the steps, quickly move toward the large shadow to the right (next to a large shrub wall). Wait for the nearby patrolling guard to investigate your area (if you make noise to lure him, a whole squad will appear). As he walks away, execute him with the Crowbar or Glass Shard. Do not shoot; this will attract unwanted attention.

Enter the mansion through the enormous arched entrance. There is no cellar or main mansion access through this section of the house, but it will allow you to dispose of the two snipers on the balconies, as well as most of the remaining guards.

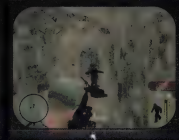


As soon as you pass through the arched doorway, hug the shadowy wall near the well-lit hallway. Knock on the wall with the Crowbar to lure the guard from the next room. When he returns to his post, hit him with the Crowbar. If the guards were drawn into the hedge maze or elsewhere, you will not encounter this guy, and the first floor will be deserted.

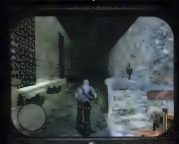
Run through the hall and up the winding stairs, then stop in the shadowy vestibule. The first sniper is just outside, leaning over the balcony. He turns around only if you make a sound, so sneak up behind him and plant your Crowbar in his neck. Go for the Gruesome act!

Head to the far end of the balcony and enter the next vestibule. You'll find the second sniper in a similar position as the last one. Defeat him using the same method.

Take his **Sniper Rifle** and pick off any Cerberus guards on the ground below. Remember, you have only two rounds. The sound of gunfire alerts guards and they will enter the facility, so swap back to the Shotgun or Assault Rifle and hide in the shadows of the vestibule. Expect approximately four of them to make the climb to your floor. You can strafe up against a wall near the vestibule and shoot as they enter it. If you prefer the more stylish approach, then play in the shadows for more executions.



Once the area is clear, head back downstairs, exit the mansion, run to the left, watch for guards, and make your way around the left side of the mansion. Run to the end of the walkway, then head downstairs to find the cellar entrance and complete the mission.



MOVIE REVIEWS 90

DESCRIPTION: Key Personnel

Cerberus guards inside the mansion have locked down the elevators to prevent anyone from reaching Starkweather. A guard is sent to the basement to turn off the elevator motor, making Starkweather that much harder to reach.

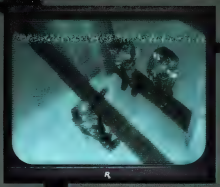
☐ 625/50
☐ 525/60

BETA ☐ NTSC ☐ PAL ☐ SECAM

NOT ALWAYS AS PLANNED

You can sometimes catch the guard with the Elevator Key on the first floor in the billiards room (depending on whether the guards escort him out or not). So, things may not go exactly as described in this strategy. Our tactics assume the worst case scenario, that the leader has been moved upstairs to the head of security office.

You begin the mission facing an unlocked door at the top of the basement steps (not the basement where the Elevator power switch is located—it's not *that* easy). Take the stairs down to the basement and find two bottles of **Painkillers**, a **Bottle**, and a **Sickle**.



VHS FOLLOW THE LEADER: ACQUIRING THE ELEVATOR KEY

1 G
2 7
3 8
4 9
5 0

VHS CELLAR SHOOTOUT

1 G
2 7
3 8
4 9
5 0

Security cameras are found throughout the mansion. If you pass in front of one, the guards will know where you are and deploy backup. Follow our strategy and this won't be a concern.

There are two objectives: Find the Cerberus Leader to obtain the Elevator Key and reach the basement in the west wing to reactivate Starkweather's Elevator. The green blip on the radar represents the Leader with the key; the blue blip indicates the location of the elevator switch in the basement.

There are two propane tanks beside the shelf of items. Stand back and shoot one of the tanks. This alerts most of the guards who are a threat when you begin the infiltration on the first floor—the first security camera deployment group.

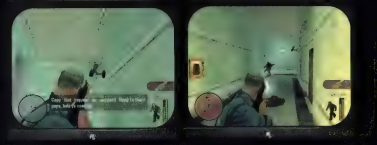
Stand with your back to the wall near the stairs. Do not take a position behind the square in the middle of the basement; the guards could work their way around and attack from both directions.

Head to the left end of the first hallway, then whip around the corner and shoot the guard near the next door. When these guards do not check in periodically, the Leader who holds the key will relocate. The Shotgun doesn't work so well on the Cerberus's armor from this distance, but go ahead and use up your shells. Once empty, swap out the Shotgun for one of the dropped Assault Rifles, then collect all the rifles from the previous shootout locations.

VHS FIRST FLOOR: FIRST HALLWAY

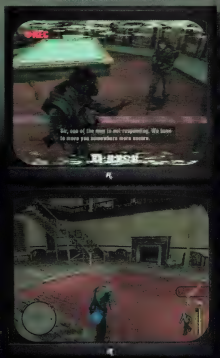
No matter how much noise you make, you can lure only four of the eight guards into the basement. Head back upstairs, kick the door open, and blow away the guard in the hallway.

One guard remains in the next hallway to the right, and another lingers in the hallway to the left. Pass in front of the camera to the right and the final guard to the right moves in—consider shooting the camera first. Blast the Cerberus guard around the corner.

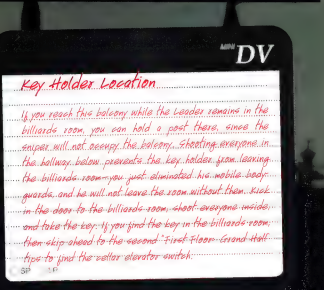


VHS FIRST FLOOR: SNIPER CHAMBER

Enter the large chamber where the guard in the left hallway was. Remain in the room until a cinematic plays. A guard comments that one of the men is not responding. He then announces that they will be moving the Leader with the key to a new location. This only happens if you wasted all the previously mentioned Cerberus guards.

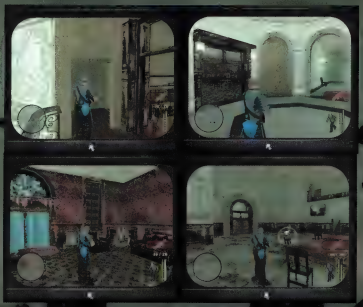


Shortly after the cinematic, a guard takes a back stairwell up to the small balcony on the second level inside the large chamber. Listen closely for him to speak, then move up the stairs to the second level. Silently walk up behind him on the small balcony and execute him.


AMMO
DV
Key Holder Location
If you reach the balcony while the leader remains in the billiards room, you can hold a spot there, since the sniper will not occupy the balcony. Shooting everyone in the hallway below prevents the key holder from leaving the billiards room—you just eliminated his mobile body guards, and he will not leave the room without them. Stick in the door to the billiards room, shoot everyone inside, and take the key. If you find the key in the billiards room, then skip ahead to the second "First Floor: Grand Hall" tips to find the valley elevator switch.

VHS FIRST FLOOR: STUDY & DINING ROOM

Head down the narrow and winding staircase from the small balcony. You come to a junction in the hallway below. Enter the large study to the left and find the **Painkillers** near the leather chairs. Continue into the dining room and gather more **Painkillers** on the edge of the table. Proceed to the stairs near the entrance and access the balcony.



This perch holds an **Ammo Clip (30)** for the Assault Rifle. Push through the large double doors and turn left in the hallway.

Shoot the camera in the hallway around the corner to the left (there's an open room with a bottle of **Painkillers** to the right. The billiards room is beyond the double doors in this room). Two Cerberus guards are called into action. They spill into the hallway through the grand hall.

VHS FIRST FLOOR: HALLWAY SHOOTOUT

Stand at the corner of the hallway and peek around the corner. Wait for the guards to enter through the double doors at the end of the hallway. This is a good time for the Assault Rifle. Open fire on the guards as they exit the room. Expect anywhere from six to nine of them. Once cleared, pick up the **Assault Rifles** and **Heavy Handguns**, then enter the grand hall through the double doors. There's a Save Point in the middle of this room.

VHS FIRST FLOOR: GRAND HALL

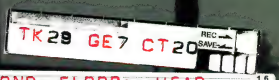
After saving, get the attention of the guards on the second floor. Firing your weapon is the easiest way to do this. As they make their way around to the large staircase, run back through the double doors and use the same corner as the last shootout to mow down the pursuing guards. You should be able to lure three of them to their death.

VHS SECOND FLOOR

Head up the large staircase in the grand hall. Walking up the steps backwards gives you a visual of the balcony above. If there are any guards around, shoot them with the Assault Rifle. Follow the balcony around and enter the hallway on your right. There may be a few stragglers around, depending on how many guards you were able to lure below. Use the shadow in the arched nooks to hide if things go badly. Then enter the next hallway through the open doorway. Once in the wallpapered hallway, you will see the surveillance room.

VHS SECOND FLOOR: SURVEILLANCE ROOM

There's a console inside with a series of monitors. Be careful, sometimes there's a guard sitting there. If so, just shoot him. The switch to the left of the console turns off all the security cameras in the mansion. Pull it, then exit the surveillance room through the next door.

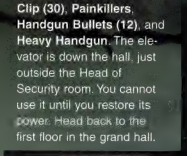


VHS SECOND FLOOR: HEAD OF SECURITY

The Head of Security room is directly across the hallway. There are four Cerberus guards inside; one of them is the Leader with the key. Make sure your health is close to full, you have plenty of Assault Rifle ammo, and your rifle is fully loaded.

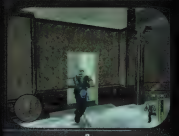
Approach the door at an angle, then press the L1 Button, followed by the X Button to kick the door in. Open up on anything you lock onto. Standing at the edge of the door at an angle allows you shoot one guard without the others seeing you. Pull back if it gets too nutty, and allow the door to close before trying again.

It's best to attack when the guards are idle. Spend just enough bullets to kill them. Watch the targeting arrows to determine their health status. When a guard disappears, he's dead. Enter the room and pick up the **Elevator Key**. Then collect the **Assault Rifles** and **Ammo Clip (30)**, **Painkillers**, **Handgun Bullets (12)**, and **Heavy Handgun**. The elevator is down the hall, just outside the Head of Security room. You cannot use it until you restore its power. Head back to the first floor in the grand hall.



VHS FIRST FLOOR: GRAND HALL

Find the open doorway to the hallway, opposite the door where you first entered the grand hall. Run straight across the hallway and stop in the entryway to the massive, winding stairwell. As you approach, guards start to move about in the stairwell. Keep your back to the wall in the entryway, then whip around the arched entrance to the stairwell and blast the first guard. Back up one doorway to confuse the second guard, then shoot him when he looks for you in your previous position.



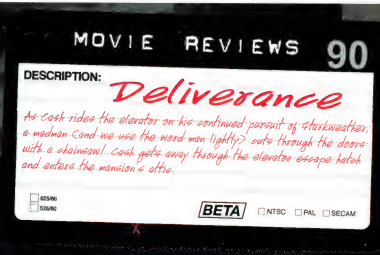
VHS CELLAR

Take the guards' weapons and run downstairs to the cellar. You'll find a **Wire** next to the door below. Push through the metal door and turn left in the next hallway (a right turn leads to a room with two bottles of **Painkillers**). Follow the path around to the unlocked blue door on the right. Enter the small room and shoot the lock off the next metal door. Kick the door in and annihilate the guard inside. Walk through the Save Point, pick up the **Assault Rifle**, and pull the Elevator Power switch (blue dot on the radar).

Exit the room via the blue door, and take two lefts to return to the original hallway (the hallway in this area just wraps around the room in the middle). Stand at the corner of the hallway and peek around the corner to the metal basement door (the same one where you entered the cellar). Bang on the wall with the butt of your gun to lure the three guards from above into the cellar, then blow them away as they enter.

VHS TO THE ELEVATOR

Push through the door and head up the stairs to the first floor. Duck inside the entryway to the stairwell and wait for the next two guards to run down to the cellar. Whip around and shoot them as they pass you in the stairwell, then take the stairs to the top floor and return to the elevator past the Head of Security room. Press the elevator button on the left side of the frame and enter the elevator to end the mission.

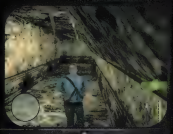

MOVIE REVIEWS 90
DESCRIPTION:
Deliverance
As Cash rides the elevator on his continued pursuit of Starkweather, a madman (and we use the word mon lightly) cuts through the doors with a chainsaw! Cash gets away through the elevator escape hatch and enters the mansion's attic.
025/60
026/60
BETA
NTSC
PAL
SECAM

VHS KILL PIGGSY AND FIND A WAY TO REACH STARKWEATHER

1 6
2 7
3 8
4 9
5 0

The chainsaw-wielding madman that chased you off the elevator has found his way into the attic, and is now hunting for you. Although Piggsy is a man wearing a real pig face, he's got the working snout of a real animal. Hiding in shadows will only fool the pig-man temporarily, as he will eventually sniff you out. Watch him bob his snout in the air as he tries to pick up your scent.

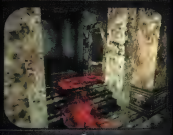
You dropped your weapons on your way out of the elevator in the opening cinematic, so you'll begin this mission weaponless. Piggsy is currently in a back room with a chainsaw. He's not onto your scent yet, so you have a little time to find a weapon. There are three different areas in the attic that hold a one-use item.

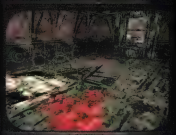


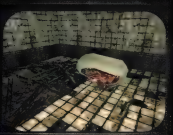
VHS FIRST GLASS SHARD

1 6
2 7
3 8
4 9
5 0

From the end of the elevator hallway, take the first two rights, then turn left into a blue room. Follow the blood trail on the floor to the bedroom on the right to find a **Glass Shard** near the fireplace. This is the best option right now; Piggsy starts the mission in the room with the stairs. The connecting bathroom has a bottle of **Painkillers**.

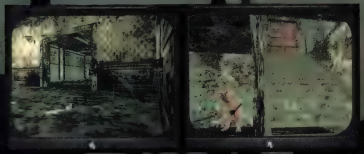




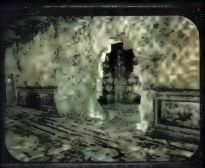


VHS WOODEN SPIKE

The last weapon is found in a hole in a hallway wall near the bedroom with the Glass Shard. From the end of the elevator hallway, take the first right, the first left, and then stop after a few feet. Look to the right and you'll find the hole with the **Wooden Spike**.



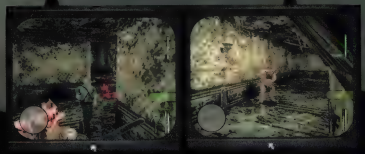
VHS SECOND GLASS SHARD



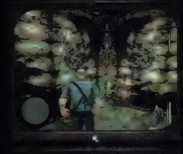
You can find another **Glass Shard** in a nook just outside the room with the stairs that lead to the rafters. The door at the top of the stairs is locked at this time. This room is distinguished by its metal gate-like walls.

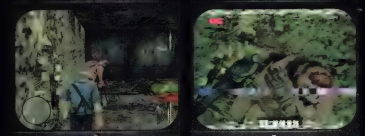
VHS SKEWERING PIGGSY

The attic is purposely designed to confuse. The hardest part of the mission is not sticking Piggsy, it's finding the weapons. When the chainsaw cranks up and the pig comes running, take off! Just run and cut around blind corners and duck into the shadows.



You cannot kill Piggsy at this stage of mission, but you can seriously injure him. Your most devastating attack is just a Hasty execution, which only injures your porcine assailant. Run from him, hide in the shadows, and jab him with a weapon, just as you would perform an execution on any other enemy. When you stick him, he runs off for a bit. This gives you time to locate your next weapon. You can withstand only two attacks from Piggsy's chainsaw; the third attack will kill you.





Sticking him three times with the three, one-use weapons will send him running for the locked door at the top of the stairs in the back room. He cuts through the lock with the chainsaw and escapes into the rafters.

VHS THE RAFTERS

Head up stairs and push through the wooden door that Piggsy cut open. Walk up to the leaning fence to reach the rafters. Once up there, you'll see Piggsy near the chimney. He's bending down, apparently trying to recover from his wounds, in front of a bottle of **Painkillers** behind the chimney. The gap to the left and right of the chimney provides access the exit slope.

If you need health before you leave the attic, head for the bedroom and attached bathroom. Find the single bottle of **Painkillers** in the bathroom, then continue to pursue Piggsy.

VHS DEFEATING PIGGSY

Run past Piggsy and he follows you. The exit slope leads to the large stairwell in the mansion. If you head down the stairs, you will reach a gate that blocks access to the next floor. This is the wrong way. Instead, sprint up the stairs to Starkweather's office on the top floor.

There's a large hole in the middle of the top floor that's covered by a chain link fence. A bottle of **Painkillers** is nearby. Stand on the furthest edge of the hole and lure Piggsy onto the chain link fence. A cinematic shows the fence move, spooking Piggsy and causing him to run off.

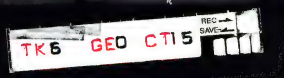
Lure him onto the fence a second time and the chain link will cave-in under the pig-man's weight. Piggsy falls through the hole (and you won't, even if you were standing directly on it). Another cinematic shows Piggsy holding on to the edge of the hole for dear life. Cash takes the chainsaw and cuts the pig-man's arms off. He's bacon. Bye-bye, Piggsy!

The next Save Point is in front of Starkweather's office. Crank up the Chainsaw and cut through his wooden door. A cinematic reveals Starkweather inside, calling the last of his guards just as you escape to the floor below.

When you regain control, run back through the rafters and continue into the attic where Piggsy was earlier. The Cerberus guards chase you into the attic. Use the shadows to divide and conquer, then silently execute each one. Leaving the Chainsaw running and trying to cut them up without using stealth will just get you shot.

VHS DEFEATING STARKWEATHER'S GUARDS

You now hold Piggsy's Chainsaw, which makes plenty of noise when its engine is running. Turn it off with the Square Button and attack with X Button. You can also perform silent executions by leaving it off, then creeping up behind an enemy and attacking just as you would with any other weapon! Perform Hasty, Violent, and Gruesome executions to witness the nasty cinematics! This is not necessary, but it is entertaining.



Swap out the Chainsaw for an Assault Rifle (remember the room where you leave this Chainsaw), then return to Starkweather's door. From the stairs, annihilate any guards that did not join the hunt and are now patrolling the door. Mow 'em down with the rifle and return to the attic to retrieve the Chainsaw.

Turn the chainsaw on, then express heart-felt gratitude for launching your movie career by running up behind Starkweather and cutting him to pieces. Keep track of his health by watching the targeting arrows change from green to red. If you keep on him, one long cut with the Chainsaw will put Starkweather down for good. The director is seen collecting his guts just before Cash decapitates him.

After the final cinematic (the journalist's news story), you receive your final score. The highest score attainable is 100 points, but this can only be reached in Hardcore mode, as you are awarded an extra Style Point in each mission. If you want to improve your score, head back to the Main menu and replay the missions through the "Scene Selection" option.

Once all the Cerberus guards are dead, head back upstairs and cut Starkweather's door open again. In a cinematic, Starkweather is startled from his chair and the door closes and locks behind you. Now it's just you and your beloved director. Starkweather does not appear on the radar.

BONUS MISSIONS MINI DV

Bonus missions are unlocked by earning three stars in groups of five missions while playing either Fetish or Hardcore mode. The following list illustrates which bonus missions are unlocked by completing the regular missions. To access a bonus mission, simply scroll to the last option on the Mission Select screen. As soon as you unlock a bonus mission, a new option becomes available: Bonus.

SP LP

BONUS MISSION UNLOCKING DATA

BONUS MISSION UNLOCKED	OBTAIN THREE STARS IN…
Hard As Nails	Born Again
	Doorway Into Hell
	Road to Ruin
	White Trash
	Fuelled By Hate
Brawl Game	Grounds for Assault
	Strapped for Cash
	View of Innocence
	Drunk Driving
	Graveyard Shift
Monkey See, Monkey Die!	Mouth of Madness
	Doing Time
	Kill the Rabbit
	Divided They Fall
	Press Coverage
Time 2 Die	Wrong Side of the Tracks
	Trained to Kill
	Border Patrol
	Key Personnel
	Deliverance

MINI DV

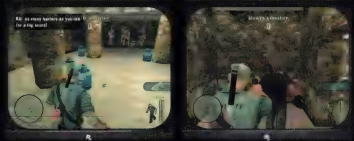
Hard As Nails

SP LP

VHS TIPS

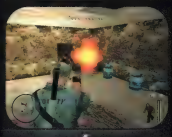
1 6
2 7
3 8
4 9
5 0

This mission's objective is to kill as many hunters as you can. There's no time limit, but there are also no **Painkillers** to keep you going. The mission takes place in the library cellar last visited in the third mission, "Road To Ruin." You have access to the library cellar and the connecting alley, and are armed with the Nail Gun and a Metal Bat—for when your gun runs out of nails.



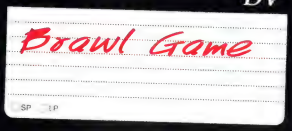
You begin in the large room with a hole in the ceiling. There's a **Box of Nails** just a couple feet ahead of your starting position. You can find another **Box of Nails** in the back room with the gas cans. The final **Box of Nails** is outside the cellar at the end of the alley. All the nail power-ups eventually regenerate, so you can always find ammo for the Nail Gun, but reaching them without taking too much damage is the challenge.

There are propane tanks everywhere you look. Take aim at these to lure hunters into bomb traps. As they walk near a tank, shoot it to blast the hunter when it explodes. Make sure you press the Right Analog Stick (R3 Button) to enter free aim; otherwise, you'll lock onto the hunter instead of the propane. You can move the gas cans from the back room into position to set up a special trap for approaching hunters.

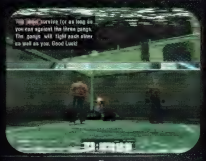


Always try to aim for the head to conserve ammo. When you're out of nails, equip the Metal Bat and make a mad dash for more nails. The hunters enter the map in groups. Once one group is completely defeated, the next one spawns. The flow is non-stop, and you will never clear them all. Just see how long you can survive and, more importantly, how many you can take down with you.

MINI DV



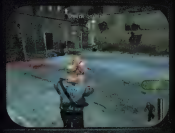
VHS



Your objective in this mission is to survive for as long as you can against the three gangs. These groups of thugs will not all gang up on you; they'll be entwined in brawls of their own.

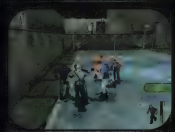
The setting is the basketball court from the first mission, "Born Again." The exit gate is locked, so you are trapped in the court with a constant spawn of gang members. There's no winning in this mission; just survive as long as you can and see how many kills you can achieve. A Death Counter at the top of the screen keeps a tally of your slain victims.

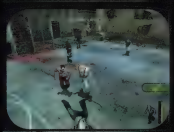
Begin by running to the center of the court to grab the **Glass Shard**, then continue to run away from the advancing gang members. There are no **Painkillers** in this mission either. In the beginning, the hunters will rush you. When you run through the crowd and escape their initial attack, the gangs collide and start to fight each other. However, there will always be one or two hunters on your tail. Turn and fight.



Hold the Glass Shard in your hand to inflict greater damage to your opponent. If more than one hunter gangs up on you, run away—this is too much to handle.

You can actually pull off an execution with the Glass Shard, but the hunter must be totally involved with another thug at the time. Try executing a gang member by getting behind him while he's busy kicking a downed opponent. However, losing the Shard all for just a single execution may not be the wisest thing to do.





MINI DV

Monkey See, Monkey Die!

SP LP

VHS TIPS

16
27
38
49
50

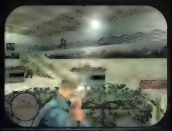
The banana shortage has given the zoo monkeys an appetite for death! Start feeding them lead to stop being on the menu too!

VHS BUILDING 1

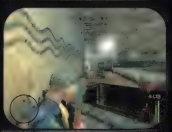
16
27
38
49
50

This mission begins in the last building at the end of "Strapped for Cash." You must shoot your way through the monkeys and escape the zoo. The apes are pretty comical; they're actually hunters in large monkey costumes! They make a lot of simian noises until they're shot, then the man inside the costume evolves to produce human groans.

You begin the mission with a Sawed Off Shotgun (which can be upgraded to the Shotgun later). Start by shooting at the three monkeys that enter the room. After spending your two rounds, duck behind the planter, reload, and start popping up and down to pick off the other monkey-men (two of which are hiding behind planters of their own). Once you have defeated the first three, pick up their **Sawed Off Shotguns** and head up the ramp.

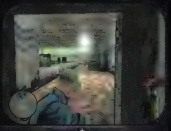


Run to the closest corner of the room as you exit the recessed area. Duck behind the crate and shoot the monkey on the left. It takes several shots, but there's plenty of ammo. If you rush him, you'll likely lose a lot of health. Once he goes down, pick up the ammo and continue toward the locked back room.



Shoot the lock off the door and enter. There's a bottle of **Painkillers** behind the counter. Before taking it, strafe against the right wall and edge close to the window. Whip around and shoot the two monkeys in the hallway.

Two more foes with Machetes begin to make their way around the hallway toward your room. So, if you haven't taken out the two monkeys beyond the window yet, leave them for now and look out the door and down the hall for the two Machete-wielding foes. Begin blasting them as they approach the door, then return to the window and finish off the two in the hallway. Take the **Painkillers** if you need them, then exit the room cautiously.

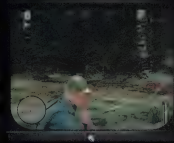


Walk up to the wall on the left, just past the false doorway. You can get a shot at a monkey behind the wall from between the doorway and the burning trashcan on the wall. Take him out, then head for the end of the hall. Duck behind the container near the monkey in the rear of the room. Blow him away and round the next corner. Stop behind the next container and shoot the last monkey in the room behind the next container. To save ammo, listen for him to empty the two shells from his gun, then rush up to him while he reloads and kill him with a head shot. Take all the dropped **Sawed Off Shotguns** and exit the building through the shark mouth doorway.

There's a bottle of **Painkillers** to the left of shark mouth exit. Take them only if you are below the halfway mark with energy. Then continue forward around the domed cage, prepared to blow away two monkey-men with Machetes who run through the tunnel on the right.

Rush the next planter, duck behind it, and then pop up to shoot the monkey hiding behind it. Blow away the next one behind the planters near the soda machine.

Follow the path to the next planter, then duck, pop-up, and shoot another monkey. Head to the left of this planter to spot your next target. He's around the corner, through the plants on the small island in the pathway.



Shoot him through the shrubs until he falls, then run up the wooden ramp to access the pathway where he stood. You'll find another bottle of **Painkillers** as you jump off the ramp.

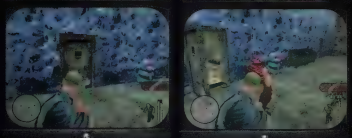
There's a plywood board with a painted arrow at the end of the path. As you approach the short wall behind it, a Machete-wielding monkey runs around the blind corner and attacks. Back up and shoot him before he cuts you.

Run to the short wall of the next island, then duck down, pop-up, and shoot the monkey behind the next planter near the monkey cage gate. Before passing this planter, look to the left again to see another monkey-man through the bushes behind the next planter. Shoot him through the shrubs.

VHS THE BLUE BUILDING

There are two monkeys taking cover near the blue building at the end of the pathway. To make them look away from you as you approach, head back to the dome cage and knock on the wall behind the overturned crate. Then run around the path and slow down as you near them so they won't hear you. Approach the stone triangle on the left and blow away the monkey on the other side. Then duck, pop-up, and shoot his buddy on the right.

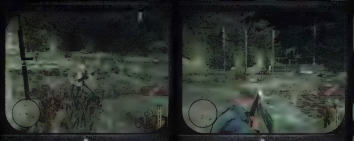
Find the **Shotgun Shells (8)** by the dumpster and the **Painkillers** near the next door. Shoot the lock off the door and a monkey with a Machete will bust through. Don't have a heart attack, just shoot! It's best to stand back as far as you can when you shoot the lock off the door to keep the monkey off your back.



Head through the building and into the dome cage. Inside, you'll find the hunter that was shot by the monkeys in the opening cinematic. He held a Shotgun! Swap out your Sawed Off for his upgraded **Shotgun**. Now you can hold eight rounds in the chamber. Exit the cage and run out of the blue building.

VHS THE MONKEY CAGE

Take cover behind the stone triangle outside the blue building and start unloading on the monkey in the pathway. Look through the shrubs in the island to the right and shoot the next monkey through the bushes.



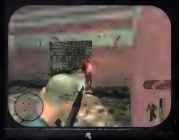
Approach the primate cage. The two monkeys inside are expecting you from the direction of the large blue building. Move around to the side of the monkey cage where you found the Painkillers, then take a shot at the monkey on the ground (there's another one on the multi-level platform). This causes them to turn toward you and shoot.

Run back around to the other side of the cage, then enter it and creep up close to get a head shot on the monkey on the ground as he faces away. Duck into the walled-off section and start shooting his cage-mate on the platform. Expect two Machete-wielding monkeys to enter the cage when the gunfire starts erupting.

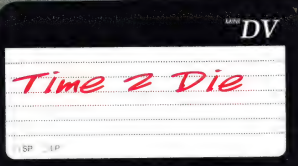
Approach the open gate on the opposite side of the monkey cage to see four monkeys approaching your position through the darkness. Back up into the monkey cage and blow them away as they file in. They are all armed with Machetes.

Exit the cage, duck behind the back of the stone island, and blast the advancing monkey. Run up to the next building and hug the wall. Strafe to the right and edge up to the corner, then whip around and shoot the monkey behind the crates.

Enter the building where Cash rescued one of his family members in "Strapped for Cash," and be ready for a monkey to take a shot at you through the boarded up window. Creep up to the opening in the plywood window and blow away the monkey who tries to ambush you. Find the **Painkillers** in this room.



Creep up to the exit and shoot the monkey who jumps out in front of the doorway. Lure the next monkey into the hostage room and blow him away. Finally, defeat the last monkey suit freak in the next hallway, then shoot the lock off the next door and exit to complete the mission.

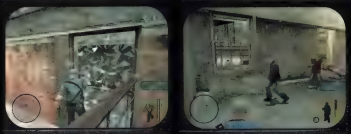


This mission takes place on a unique map. It's a small section of Carcer City, and the Hoods are trying to bug out before you catch them. You have 10 minutes to defeat them all on the street, in the warehouse, and in the buildings and rooftops. Silent executions are the way to go until you find the Chainsaw. The sooner you get this weapon, the sooner you can forgo silent executions and just chop everyone up for a quick victory!

You receive a new text message as soon as you clear the Hoods from the rooftops, warehouse, and alleys. Pay close attention to the messages so you can narrow down the location of the Hoods you are missing.

The rooftops are a great place to start the mission for two reasons: First, you are next to the stairs that lead to the rooftops. And secondly, the Hood with a Crowbar is found up there. You need this weapon/tool to enter the warehouse.

Begin by climbing the nearby stairs, then break one of the glass doors on the top floor. This makes the Hood inside the building a little crazy (the unarmed Hoods become hysterical when they see you). He'll escape into the next room or take to the rooftops. Stand in the shadow inside the room and lure him back toward you, then execute him.



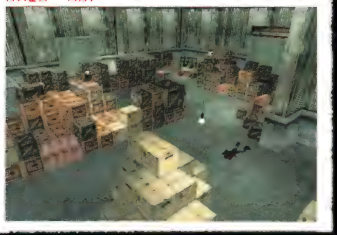
A second Hood with a bat will be lured into the room (possibly the one with the **Crowbar**). Execute anyone who enters, then enter the next hallway to access the stairs to the rooftops.

To jump from one rooftop to the next, simply run across the gap between buildings. There are **Painkillers** behind the billboard on the furthest building. Defeat all the Hoods on the rooftops and take the **Crowbar** from the Hood in the black leather jacket. If not lured elsewhere, he'll be on the building with the roof access stairs in the middle.

VHS WAREHOUSE: 3 HOODS

1 6
2 7
3 8
4 9
5 0

AREA MAP



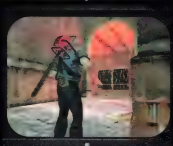
Find the padlocked door of the warehouse in the first alley from your starting position. Break the lock and run inside, turning left to find the small wooden ramp leaning on the stack of crates. Walk along the top of the crates and jump down to the other side of the row. Pick up the **Chainsaw**, then turn it on and start ripping into the three warehouse Hoods. Some alley Hoods may be drawn by the noise and enter the warehouse. You can find three bottles of **Painkillers** in three different corners of the warehouse.

VHS ALLEYS: 4 HOODS

1 6
2 7
3 8
4 9
5 0

AREA MAP

Now that you have the Chainsaw, run through the alleys to draw out all the Hoods and cut them up. If you left some alive on the rooftops, run across them to finish clearing the map. When you have defeated all the Hoods, the countdown stops and a cinematic shows you the exit gate. Follow the alleys around until you find the glowing red exit gate, then approach it to complete the challenge.



EXTRAS 90

DESCRIPTION:

Scene Result Scores

A Scene Completed screen appears at the end of each mission. This is where points are tallied to determine the scene's overall rating (your score). These ratings are illustrated using stars. The maximum amount of stars you can earn in any mission in Fetish mode is four. You receive one star if you reach the Time Bonus. If you perform the required amount of Gruesome executions vs. Kills, you receive a maximum of three stars for Style Points. When the Time Bonus is added to the Style Points, you have your final score.

In Hardcore mode, you can earn a five-star rating for any scene. You are required to earn one more star in the Style Points category. (In Fetish mode you are only allowed three stars for Style Points). So if you want a five-star rating for each scene, you must play in Hardcore mode.

25/60 50/60 BETA NTSC PAL SECAM

VHS UNLOCKING BONUS FEATURES

1 6
2 7
3 8
4 9
5 0

There are 20 bonus artwork panels on the Bonus Features screen (accessed from the Main menu). There is one Bonus Feature art panel for each mission in the game. If you earn three stars for the first mission, "Born Again," then the first panel in Bonus Features will be unlocked. You can unlock this artwork in either Fetish or Hardcore mode. Select an unlocked panel just as you would a mission from the Select Scene menu, and the unlocked artwork will be displayed in a full screen view.

When you receive five stars in a mission, a partial code will appear at the bottom of the selected art panel. For code information, see the following section on "Unlocking Codes."

VHS BONUS MISSIONS

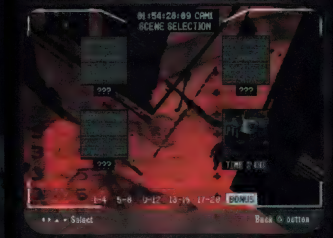
1 6
2 7
3 8
4 9
5 0

There are four Bonus missions that can be unlocked in *Manhunt*. Once a Bonus mission is unlocked "Bonus" appears as the last option on the Select Scene menu.

Bonus missions are unlocked by earning three stars in groups of five missions in either Fetish or Hardcore mode. The following list illustrates, which Bonus missions are unlocked by completing the regular missions.

BONUS MISSION UNLOCKING DATA

BONUS MISSION UNLOCKED	OBTAIN 3 STARS IN THESE MISSIONS
Hard As Nails	Born Again
	Doorway Into Hell
	Road to Ruin
	White Trash
	Fuelled By Hate
Brawl Game	Grounds for Assault
	Strapped for Cash
	View of Innocence
	Drunk Driving
	Graveyard Shift
Monkey See, Monkey Die!	Mouth of Madness
	Doing Time
	Kill the Rabbit
	Divided They Fall
	Press Coverage
Time 2 Die	Wrong Side of the Tracks
	Trained to Kill
	Border Patrol
	Key Personnel
	Deliverance



VHS UNLOCKING CODES

Earning five points in all 20 scenes will earn you 100 game complete points. This is the highest score possible in *Manhunt*. Each time you receive five stars in a scene, a partial code is unlocked and illustrated on the *Bonus Features* artwork panel. If you achieved five stars in the first mission, then the first artwork panel will illustrate the partial code. The codes are broken into two parts. For example, if you earn five stars on the first mission, "Born Again," you will receive the first half of the code. To obtain the other half, you must achieve a five-star rating in the second mission, "Doorway Into Hell."

If someone shares these codes with you, they will not work until you actually unlock the entire code yourself. Select the art panel for both missions in Bonus Features to view the two halves of the code, then write them down and combine them to get the full code. There are a total of 10 codes. It would be pointless for us to share these codes with you since you must unlock them yourself before they actually can work. However, we can tell you how to unlock them—see the Style Point table on the next page.

VHS IMPROVING YOUR SCORE

One of the hardest parts about achieving five stars in each mission is knowing exactly what is required to reach that high score. There are only two variables being tallied to reach your Final Score in each mission: Time and Style Points. But what exactly are "Style Points" and what do you need to do to improve them?

Earning three stars for each mission in Fetish mode is not that difficult, and doing so will unlock all the bonus artwork and missions. But if you want to unlock all of the codes, you must achieve *five* stars in every mission! To do that, you must have "Style," and that means you must get through the missions quickly to secure the Time Bonus.

VHS STYLE POINTS

Style is the ability to perform the most Gruesome executions possible, and to carry out plenty of them. Style Points only count the amount of Gruesome executions performed during one mission. If you are in a mission where executions are not possible or can only be performed in limited amounts, then Style Points will be awarded for "Kills."

VHS KILLS VS. EXECUTIONS

A Kill is achieved by defeating an enemy by any means. Shooting or beating an enemy with a weapon is always considered a Kill, not an Execution.

So, Executions are considered Kills, but Kills are not Executions. Get it?

VHS STYLE POINTS

The following table details the criteria for achieving five stars for each mission in Hardcore. The column "Total Kills" is the total number of enemies that must die. The "Gruesome Executions" column indicates the number of enemies from the Total Kills column that must die by a Gruesome (red targeting arrows) execution. The "Completion Time" column shows the time limit you must match or beat to receive the Time Bonus (one Star). Notice that the Total Kill column does not reflect the total number of enemies in a mission. In other words, you do not need to kill everyone in the mission to earn five Stars, but you *do* need to perform at least that many kills and the number of Gruesome executions listed. You can exceed any of these numbers and still receive five Stars (except, of course, the Completion Time).

HARDCORE STYLE POINT TABLE: OBTAINING 5 STARS PER MISSION

MISSION	TOTAL KILLS	GRUESOME EXECUTIONS	COMPLETION TIME (MINUTES)
Born Again	7	7	10
Doorway to Hell	8	8	10
Road to Ruin	9	8	10
White Trash	17	11	15
Fuelled By Hate	24	10	20
Grounds for Assault	15	10	20
Strapped for Cash	14	14	20
View of Innocence	23	1	10
Drunk Driving	19	12	20
Graveyard Shift	30	1	15
Mouth of Madness	23	10	20
Doing Time	18	5	15
Kill the Rabbit	45	1	20
Divided They Fall	30	8	25
Press Coverage			
Wrong Side of the Tracks			
Trained to Kill			
Border Patrol			
Key Personnel			
Deliverance			

HUNT FOR THESE IN THIS GUIDE

REC SAVE

VHS

GENERAL TIPS

1 0
2 7
3 8
4 9
5 0

★★ ★★

Once you have a firearm, you must no longer find or hold a Crowbar to open doors with padlocks. Simply shoot the lock with the gun or rifle.

If you're ever in need of a lure item and all you can find are soda machines, shoot them and a Can will pop out!

★★ ★★ ★★

Kick trash bags, trashcans, and boxes to uncover hidden Painkillers and Bottles (lure item).

Break Bottles over the hunters' heads to temporarily stun them. This gives you more time to escape or to throw a sucker punch.

If you're holding a gun while being attacked at close range, you automatically begin to pistol whip your assailant. This is not a great use of the weapon, especially if the enemy is hacking at you with a Machete! When you try to back off to shoot again, the enemy sticks close. To create the distance necessary to shoot again, hold the run button and *back up, then resume firing.*

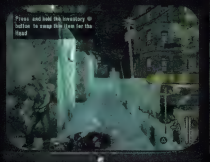
VHS **HARDCORE TIPS** 16 27 38 49 50

★★ Open all the missions while playing in Fetish mode, then select "Settings" from the Main menu, "Difficulty" from the Settings menu, and finally "Hardcore." Press the X Button to confirm the choice, then back out to the Main menu. Enter "Select Scene" and begin playing all the missions in Hardcore mode.

★★ Play Fetish mode a few times to become very familiar with the number of enemies in each mission and their various positions. The game is exactly the same in Hardcore mode, except for the lack of radar (which makes your task much harder).

★★ Crank up the sound! You must use your ears to help overcome the visual handicap (no radar). The music (string instruments) will play when the hunters are suspicious, and the soundtrack crescendos when you're being chased or actively hunted.

★★



Peeking around corners becomes much more important in Hardcore mode. Do not run into the open around corners unless you are absolutely sure no one will spot you.

★★

You are chased more often in Hardcore mode—it's inevitable since you will not be warned of nearby enemies on radar. Master the art of running around blind corners with shadows.

★★

It's quicker and safer to execute than it is to get into a brawl. So keep your cool, but don't burn up the clock. If you have to show yourself to draw out hunters (a live lure), then run back into the shadows before moving in for executions as they return to their posts—there are no penalties for being spotted.

★★ Look around for witnesses before leaving the shadows for an execution. Since there is no radar, you must get into the habit of checking your surroundings more often than you would in Fetish mode.

OFFICIAL STRATEGY GUIDE

★★★★★

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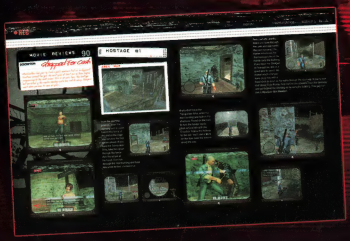
You awake in an abandoned section of Carcer City. The streets are patrolled by a gang that was hired by a sadistic movie director to hunt you down. A disturbing voices speaks as you insert your earpiece: "Do exactly as I say and I promise this will be over before the night is out." . . . Don't let that be the only voice you hear. . .



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